NINTENDO POWER™

VOLUME 27
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MEGA MAN IN DR. WILY'S REVENGE

A Game Boy Mega Hit!

Series Updates

Dragon Warrior II & III
Ninja Gaiden III

Super NES Previews!

ActRaiser
Super Mario World
Gradius III

Official Nintendo® Seal of Quality

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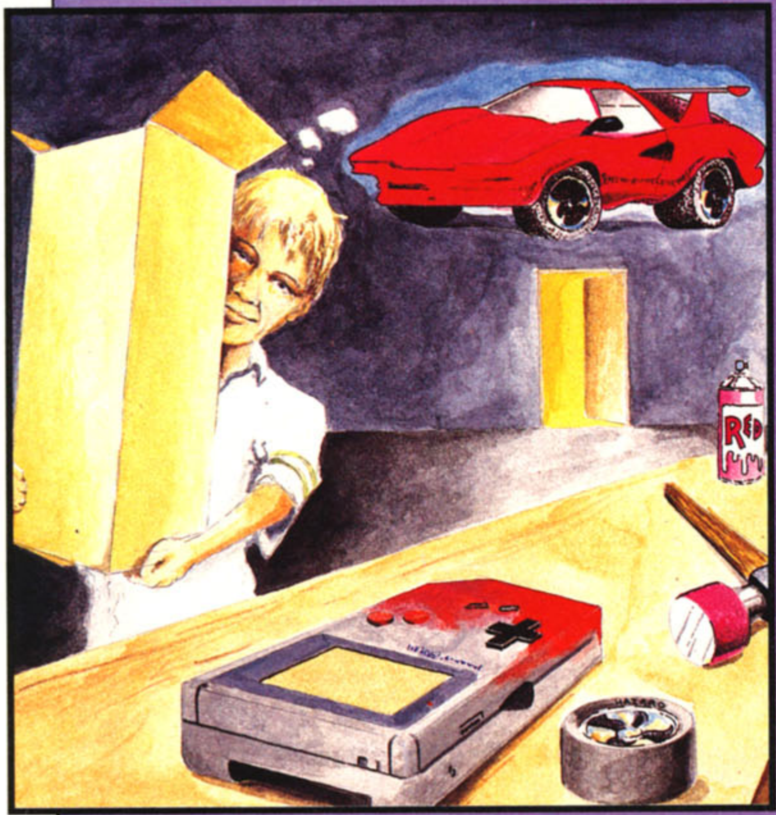
POWERLINE

● We always have a wild time coming up with prizes for the **Player's Poll Contest**, but we worked overtime on this month's. All of you Bill & Ted fans will want to check it out! Would you believe that we're giving away a phone booth? And it's not just any phone booth—this one is a movie star! It's the time-traveling booth actually used by Bill & Ted in the movies, and it's going to be installed in the lucky grand prize winner's house.

● Speaking of contests, we're including an extra one this month. We're asking you to get your Game Boy and put your creativity to work creating designs and decorations that make yours a truly custom model. Send us your design on a template like the one on page 71, and we'll select the best ones to feature in a future issue. Of course, you'll want to be able to play your personalized Game Boy, so be sure to make it a working design.



● There weren't any customized Game Boys at this summer's **Consumer Electronics Show (CES)**, but there were lots of newsworthy new products. Of course, Nintendo Power readers already knew about the star of the show, the Super NES, but you might not know about some of the other big announcements. Be sure to read our CES wrap-up in Pak Watch to find out what's up in the video game world.

● Our featured games begin with **Ninja Gaiden III**, Ryu's latest adventure. It has the most intriguing plot yet, beginning with a mysterious murder that calls for Ryu's investigation. Ninja Gaiden fans won't be disappointed.

● Since we know that many of you took advantage of our Dragon Warrior subscription bonus, we're including reviews of its sequels, Dragon Warrior II and III. The brief coverage of Dragon Warrior II will bring you up to date on the story line, then we'll take you way back in time with Dragon Warrior III, back to the beginning of Erdrick's legend. Finally, you'll learn how the epic began.

● See what's up with the Super NES in a special preview section beginning on page 72 with **Super Mario World**. If you thought Super Mario 3 was great, wait until you see this one! There are loads of great titles just waiting for the Super NES, including the two others that round out our preview, **Gradius III** and **ActRaiser**.

NINTENDO POWER™

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VOLUME 27—August 1991

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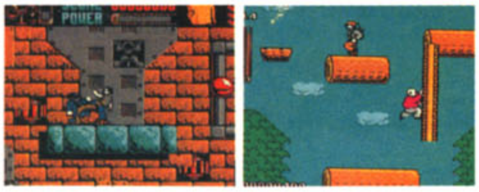

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PLAYER'S PULSE

MAILBOX

Baseball Stars Return

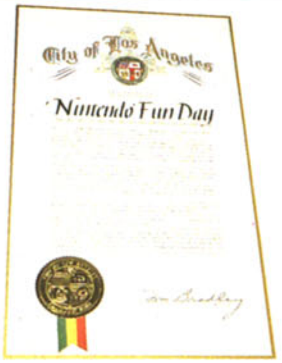
Recently, a Little League team sponsored by Nintendo of America flew to Japan for a week of baseball and tours. Check out the details here. Also this month, we feature a couple of Mario look-alikes, a heat-seeking iguana, and more!

SUPER NES IN CANADA?

I read in the June and July issues of Nintendo Power that the Super NES is coming to the U.S. this fall. It sure sounds great! Will they be sold in Canada this fall, too?

Peter Hughes
Vancouver, BC

Our manufacturing facilities have been taxed to the max to meet the high demand for Japan's Super Famicom. We are now concentrating on the Super NES but have been able to produce only a limited number. Therefore, we don't plan to ship them to Canada this fall, and they will probably be in very short supply here in the U.S. We have high hopes for 1992.



City of Los Angeles

Nintendo Fun Day

It's official! Mayor Tom Bradley officially declared November 5, 1991, as Nintendo Fun Day in Los Angeles. Now here's a city that knows how to have fun!

Nintendo
ACTION SET

Christopher Police of Clarks Summit, PA recently got a Nintendo Action Set for his fifth birthday. We don't think it's possible for anyone to look any happier.

A COLD-BLOODED PLAYER

This is my iguana, Phyllis, enjoying my Nintendo Entertainment System. Nothing personal, but I think that she appreciates the heat generated from the NES more than the exciting graphics and great game play! Nintendo and reptiles forever!

Jason Tarshis
Campbell, CA

NINTENDO POW

WHERE'S FIERY MARIO?

My son David is a recent subscriber to your magazine and wanted to thank you for the Dragon Warrior Game Pak. David (age 6), who has played Nintendo games since he was 4, is quite accomplished in many games. He has studied your Strategy Guides and used them to figure out how to play the games. In fact, I can say that Nintendo Power has motivated him to learn how to read! Not to be outdone, brother Robbie (age 3) has also taken up the control pad to turn in some pretty respectable scores. I am really pleased to see him apply himself to learning the games through his brother's example. He has gained a lot of self-confidence through his accomplishments. There is a definite place for Nintendo in our house. **Pat Little**
Pebble Beach, CA

Super Mario (David), left, meets Regular Mario (Robbie).

THE COBRAS STRIKE JAPAN

Members of the Montlake-Rainier Cobras: (Bottom, L-R) Josh Donion, Daniel Sims, Byron Ong, Polo DeCano, Alonso Gray, Frederick Tramble, Jonathan Batingan. (Middle) Coach Robert Stern, Willie Corr, B.J. Ong, Antonio Conley, Mike Chavelle, Drew Milam, Ron Pantig, Demarco Powell. (Top) Coach Gary Donion, Jacob Burnstein-Stern, Anthony Conley, Mark Maimon, Shane Milam, Coach Curtis Knopf.

As part of a cultural exchange program, Nintendo of America sent the Montlake-Rainier Cobras Little League team on a memorable trip to Japan. It was the first flight for many members of the team, and getting on the jet was only the beginning of a week filled with excitement and many other "firsts." When they weren't playing baseball, the team, coaches, parents and volunteers were treated to a whirlwind tour of Japan. Many of the places they visited welcomed them with elaborate receptions, and best of all, they toured Nintendo Company Ltd. in Kyoto. It was a dream come true for the lucky players, who also got to meet Mario and play Super Mario World on the Super Famicom. At every opportunity, the team exchanged gifts such as photographs, baseball caps, and playing cards with the opposing teams. Although there were communication problems, it soon became clear that they all spoke one universal language: Nintendo! When the Game Boy was brought out, the players from both countries knew just what to do: pop in a Game Pak, connect the Game Link cables, and get set for friendly head-to-head competition.

The American team gets together for a group shot with two of the Japanese teams they played against.

Japan was great, but the eating utensils took some getting used to!

By now, you've heard lots of exciting things about the capabilities of the Super NES. It's the product of many creative people who let their imaginations run wild. If you designed a game system and could have it do anything you wanted, what capabilities would it have? Would it clean your room? Do your homework? Take you to Tahiti? Send your wildest ideas to us at this address:

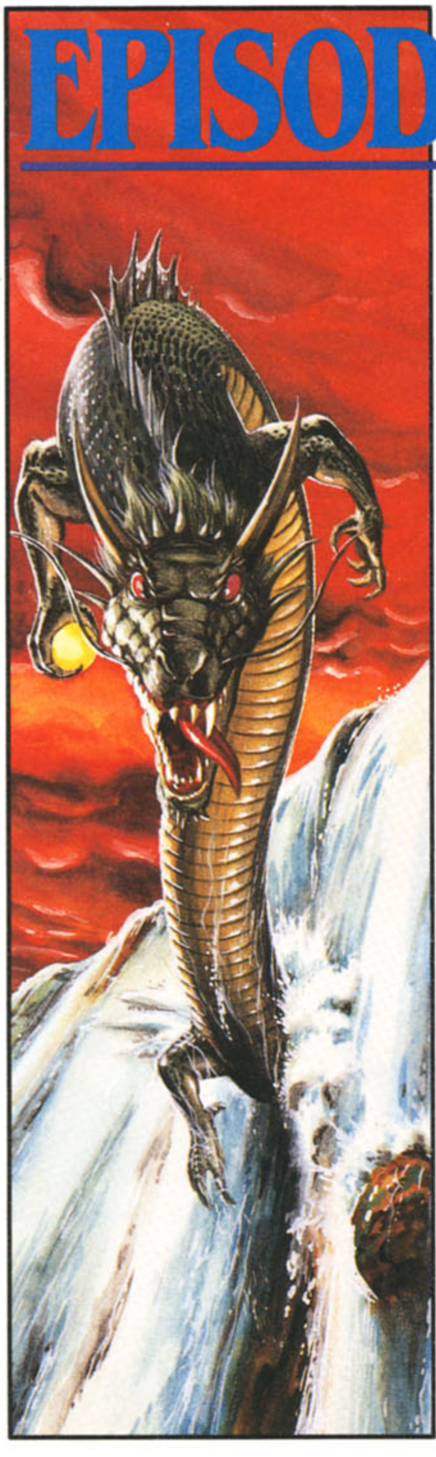
Nintendo Power
Player's Pulse
P.O. Box 97033
Redmond, WA
98073-9733

A Final, Desperate Mission For Ryu Hayabusa

NINJA GAIDEN™

EPISODE III

THE ANCIENT SHIP OF DOOM



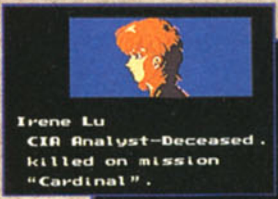
Ninja Gaiden III: The Ancient Ship of Doom is Tecmo's third ninja action thriller based on the hit arcade game. Although rumor has it that this is Ryu's final appearance, at least he goes out with a bang. The action is non-stop with some great new moves, like being able to grab hold of bars and swing up onto platforms from below. The menacing story, told in cinema scenes, ties each of the seven stages of game play together. Look for great graphics and super control, just like in the first two Ninja Gaiden games for the NES. But more than anything else, look for a challenge that won't quit.

GAME PAK · DATA BOX	
NINJA GAIDEN III	
TECMO	
MEMORY	1×1 MMC3 – –
POWER METER	
Graphics & Sound	4.1
Play Control	4.3
Challenge & Lasting Inf.	4.1
Theme & Fun	3.9

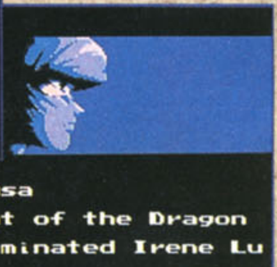
It Began Long Ago

One day, Ryu Hayabusa of the secret ninja Dragon Clan, found his father gone and his world shattered. His quest for revenge took him half way around the world and through countless dangers until the horrible truth of his father's death was revealed during his struggle against the evil Jaquio. Then, out of the ashes of Jaquio's ruin, stepped a new villain named Ashtar. When Irene Lew was kidnapped, Ryu plunged into the fray, battling his way to Ashtar's stronghold where he learned that the world hovered at the brink of chaos.

The Final Chapter



Irene Lu
CIA Analyst-Deceased.
killed on mission
"Cardinal".



Ryu Hayabusa
Descendent of the Dragon
Clan, eliminated Irene Lu
at N3-SH.

A desperate chase. A brutal betrayal. Irene dead? Ryu the killer?! Some evil mastermind must be at work. Begin uncovering his sinister plot by investigating Irene's last mission, code named, "Cardinal." And so Ryu Hayabusa sets out once more, in a game of dark mystery and murder, with the future of Earth going to the winner.

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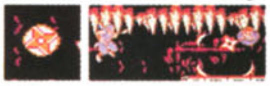
COLLECTING NINJA WEAPONS & BONUSES

Once again, Ryu can look to enhance his fearsome Dragon Sword with deadly Ninja Arts or weapons that he finds along the way. This time, you'll be able to see the actual weapon inside its bubble before Ryu slashes it. That's a big help when you want to hang on to a particular Ninja Art.

NINJA ARTS & WEAPONS

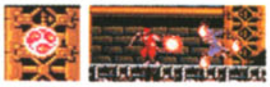
NINJA STAR (S)

The classic Ninja Throwing Star is thrown at an enemy with incredible speed, then it returns like a boomerang.



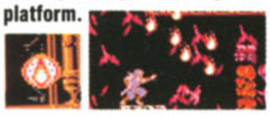
FIRE WHEEL (W)

The Fire Wheel rotates around Ryu, wiping out enemies and keeping him virtually invincible for a short time.



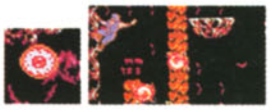
FIRE SHOTS (F)

This art sends fire upward at an angle to singe any foes waiting for Ryu on a higher platform.



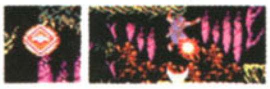
DOWN BLAST (D)

This fiery art sends a hail of blistering fire shots at a downward angle.



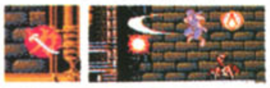
UP & DOWN (U)

Like giant axe blades striking straight up and down, this art is good against enemies who lurk above or below you.



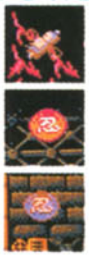
SUPER SWORD (SS)

The Super Sword gives Ryu's Dragon Sword extra range with each swing, and you keep it until Ryu loses a life.

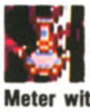


BONUSES

NINJA ARTS POWER-UP (P)

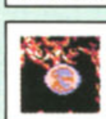


Ryu slashes Red (RP) or Blue (BP) Power-Ups to restore 10 energy units or all of his Ninja Power. He can also grab Extenders (EP) that add to his Ninja Power.



HEAL(H)

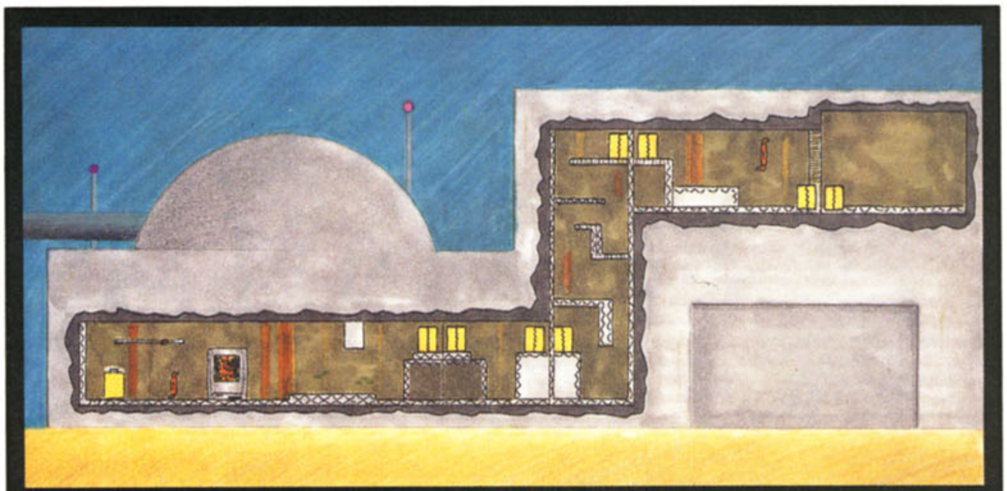
Restore Ryu's Life Meter with the Heal Power-Up. There aren't many of these, so avoid taking hits.



1-UP

ACT 1

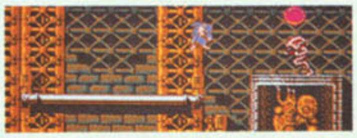
The secret lab is filled with bizarre biological experiments, some in huge glass tanks, others that attack Ryu. Ninja guards and hovering robots also pop up in Act 1, but Ryu can handle them all. This stage is just a warm-up to the later Acts of the game. After slashing, climbing, leaping and spinning his way through the lab rabble, Ryu will face a mad, hot-headed scientist in body armor who gives him a scorching reception.



Atop a cliff, high above the pounding ocean waves, Irene Lew runs for her life. Pursuing her is a man masquerading as Ryu. At the brink of the cliff, a stone gives way and Irene falls. When Ryu learns of the tragedy, he vows to seek revenge, beginning with the laboratory complex Irene was investigating.

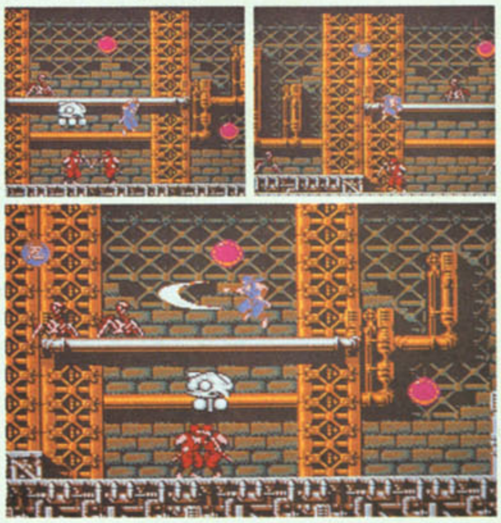
Fools Rush In

Enemies often appear suddenly as you scroll forward. When running or leaping, you may crash into them and lose HP. Scroll slowly ahead.



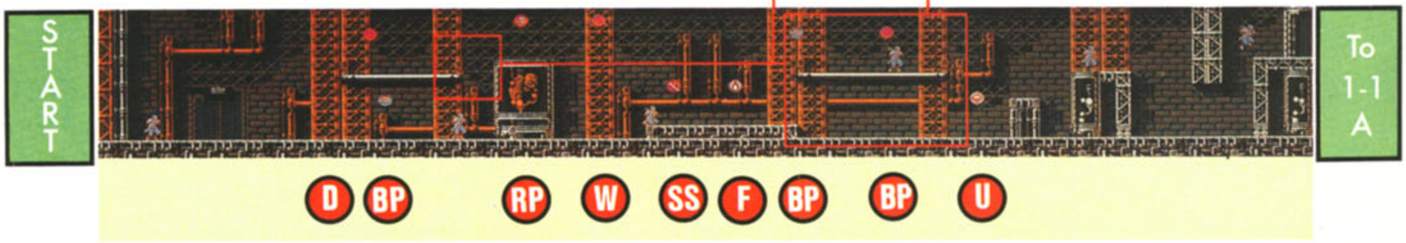
Hanging Tough

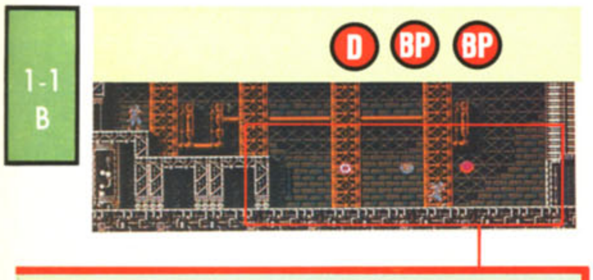
When a bar or chain hangs down, Ryu can grab hold. He can also swing up, attack foes on top, then move ahead, avoiding danger below.



STAGE 1: THE LAB

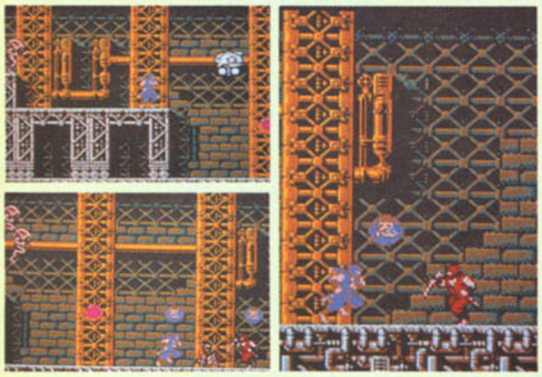
You'll have to move both horizontally and vertically to make it through the lab. Luckily, Ryu can get a grip on almost any surface. There are plenty of Power-Ups, but no Heals or 1-Ups.





Ninja Patience

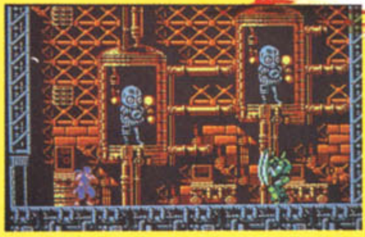
The true ninja knows the value of patience. Before moving on after a fight, Ryu should pause a moment to see if other enemies appear.



BOSS

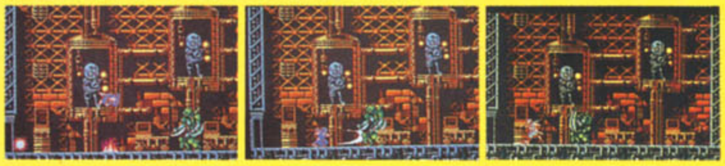
SOME LIKE IT HOT

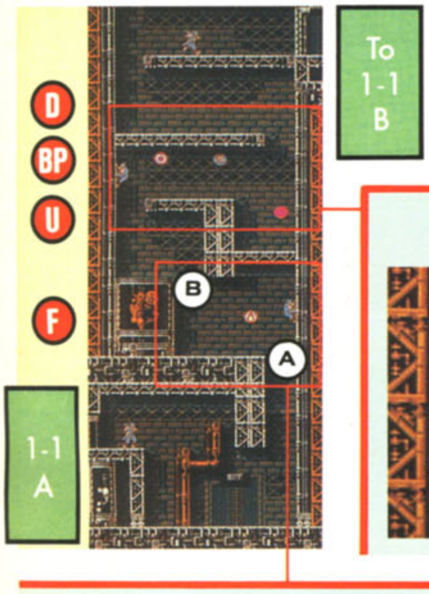
The CIA received a tip about a mysterious Dr. Flame experimenting with mutated lifeforms, so they sent operative Irene Lew to snoop around. Too bad for her, the Doctor didn't appreciate house calls.



Hotfoot It

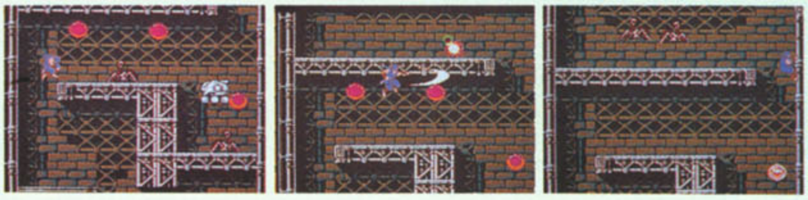
Ryu's biggest problem will be to avoid the flames that shoot along the floor. Hop over the fire, then jump in close and whack Dr. Flame when his shield is lowered. Even better, attack from the back.





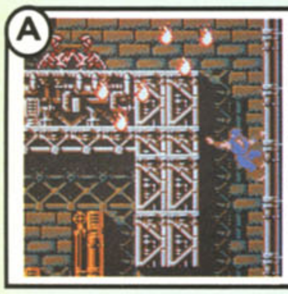
Quickness Counts, At Times

Many of the ledges Ryu jumps up to are already occupied by enemies, and those enemies are usually coming to attack. If Ryu leaps quickly to the upper ledge, he'll often have time to remove the threat with a flash of his sword.

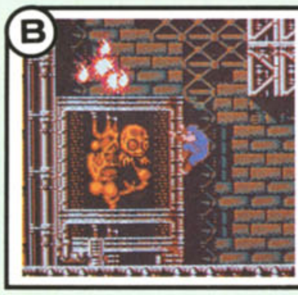


Art of Fire

One of the most useful of the Ninja Arts is the Fire Shot. Enemies above Ryu won't know what hit them. It's a great attack for narrow ledges where there's hardly room to jump.



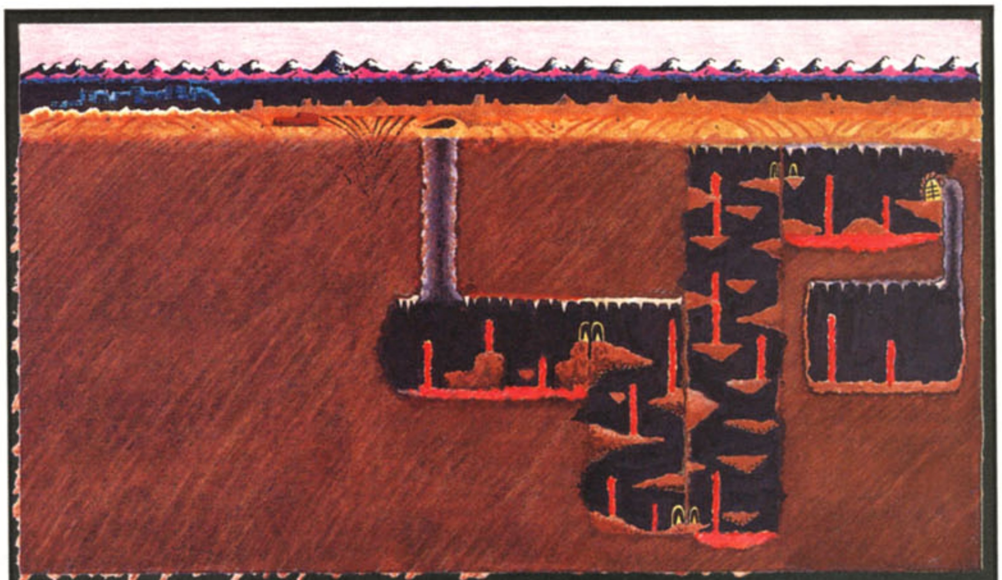
If you climb quickly up the wall and jump to the ledge on the left, you can race through this area. Otherwise, use the Fire Shot from below.



Again there will be no warm welcome for Ryu. Wait a moment just below the ledge until the mechanical spider joins the guard, then blast both of them.

ACT 2

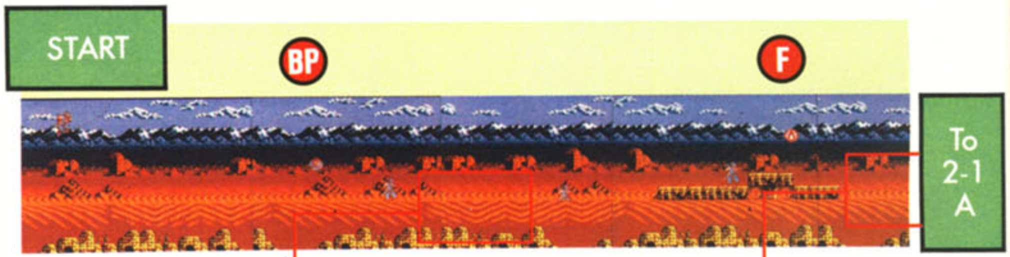
The road to the Castle Rock fortress leads through a parched desert of treacherous sands that swallow men whole. Then Ryu must race through an underground passage where the Earth's molten interior threatens to rise up and drown him in fiery lava. To make things more interesting, enemies appear continuously, some of them swooping down from the air. And inside the tunnel, Ryu will come face-to-face with a new horror!



Having taken the lab by storm, Ryu realizes that something very strange was going on there. Scientists don't normally keep armed killers. But then a mysterious man appears who urges Ryu to seek out the Castle Rock fortress, where he claims Irene is being held. Ryu doesn't ask any more questions. Time is too short.

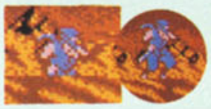
STAGE 2-1: DESERT

This desert is anything but deserted. Ryu must watch for attacks on the ground and from the air.



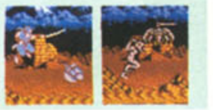
Quick Sand

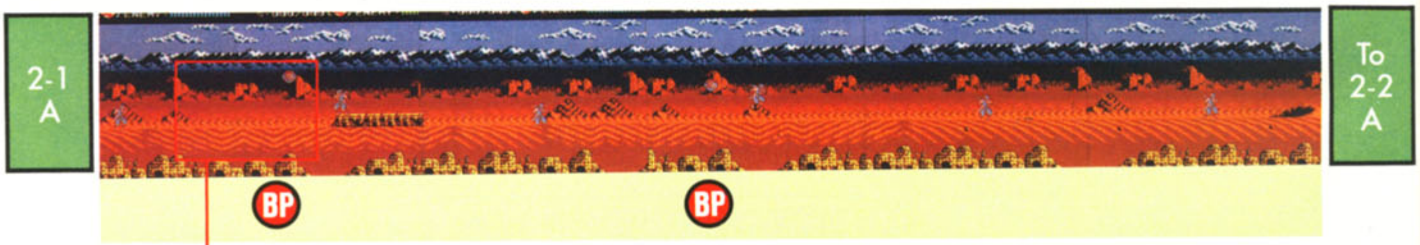
Keep jumping to avoid sinking.



Bad News: Part One

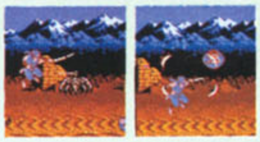
Leap onto the shifting sands and strike the Pod that bounces up. Now turn to the left before moving on and defeat the Toadman.





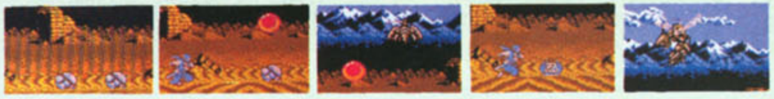
Bad News: Part Two

When you move out on this patch of quicksand, hovering enemies appear. Turn quickly and strike, or lure the enemy back toward solid ground.



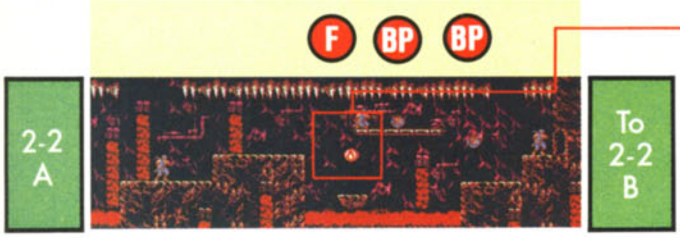
More Bad News

Move forward slowly. Destroy the Pods, then Toadman. Turn, attack hovering enemies and get the Pod for a 1-Up.



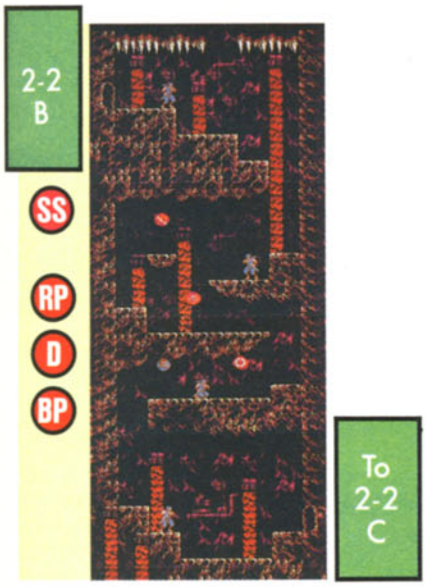
STAGE 2-2: LAVA CAVES

The rising lava will make you want to hot-foot it out of this horrible hole.



Hanging Out

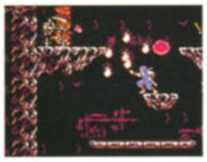
Ryu can pick up damage if he grabs a platform too high, as an enemy above may touch him.



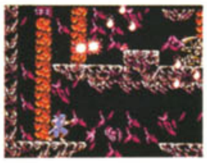
Fight Fire With Fire

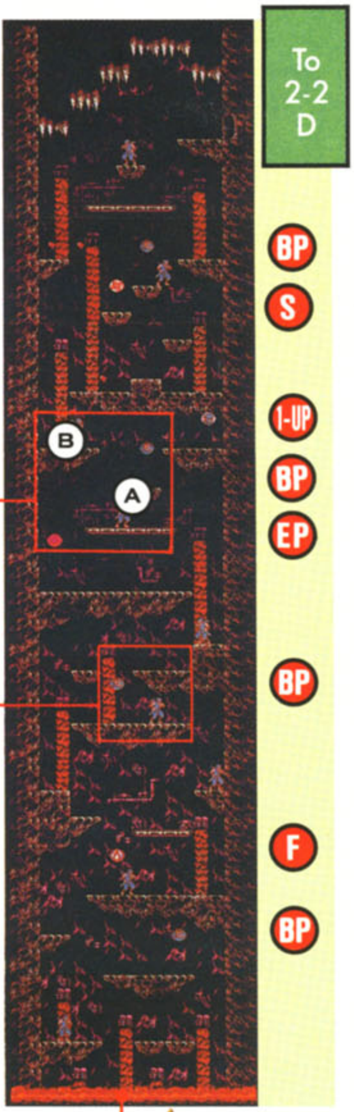
In the flaming caverns, the Fire Shot helps Ryu blast through heavily defended vertical areas.

A Standing on the far left edge of the platform, use the Fire Shot to nail the left enemy first, then the right enemy.



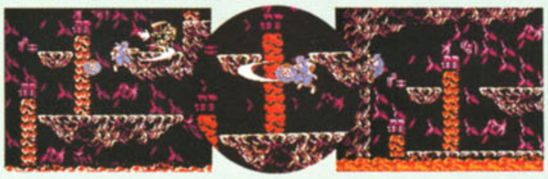
B Here, stand on the edge of the left ledge and use the Fire Shot on the enemies above.

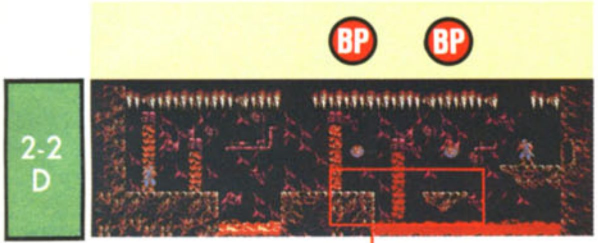




Attack From Below

If an enemy is above you on a ledge, use the Up & Down, Fire Shot or Super Sword to defeat him. Then move on safely.



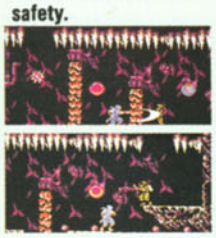


Lava!

The lava is rising and it won't wait for anything. Use the walls and ledges to climb.

Fire & Spikes

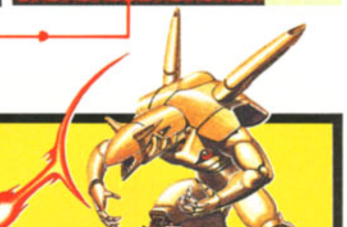
Stand on the right edge of platforms for safety.



BOSS

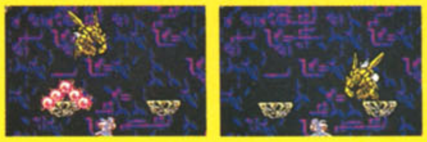
THE GORGON

The Gorgon is a huge, flying mutant who hurls fireballs collected from the lava of his domain. He looks like something cooked up by a mad scientist, and maybe he is.

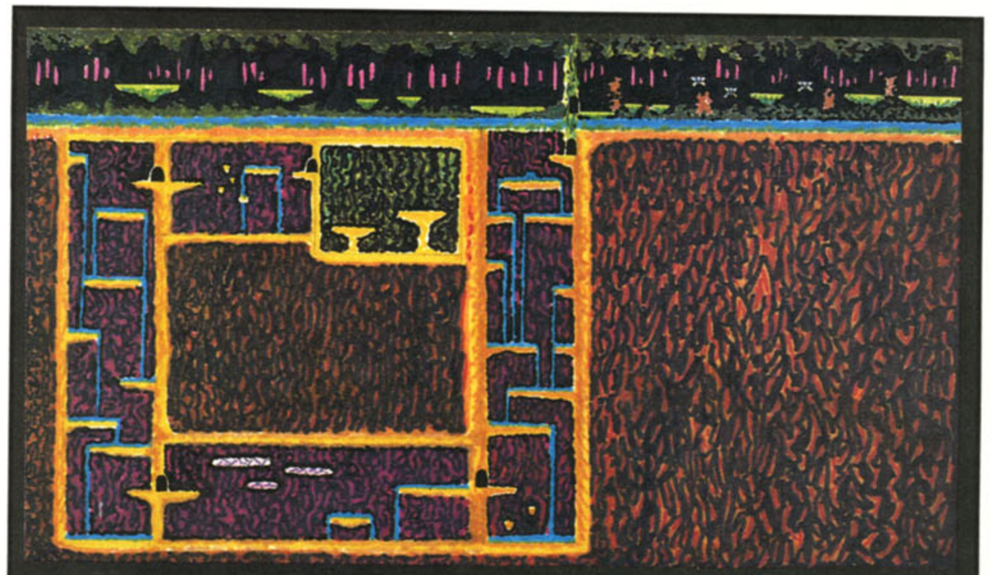


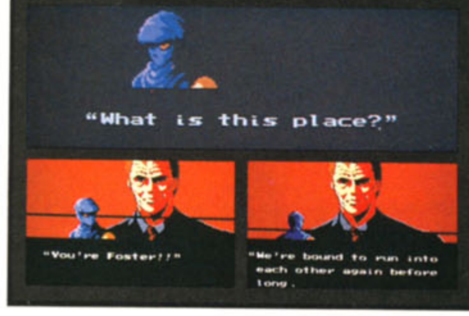
Hide & Seek

The Gorgon throws fire where you last appeared and flies a figure 8. Confuse him by jumping back and forth. Attack on the ground.



Ryu plunges into the steamy swamp of the Amazon, moving right to left. Ryu uses creepers to hang from and to avoid enemies like Piranha fish that leap with snapping jaws from the murky river. Then he's climbing through a dark, wet passage inside a mountain while battling the forces of evil. He doesn't know who is commanding the enemies, just that he must continue if he is to avenge Irene.





"What is this place?"

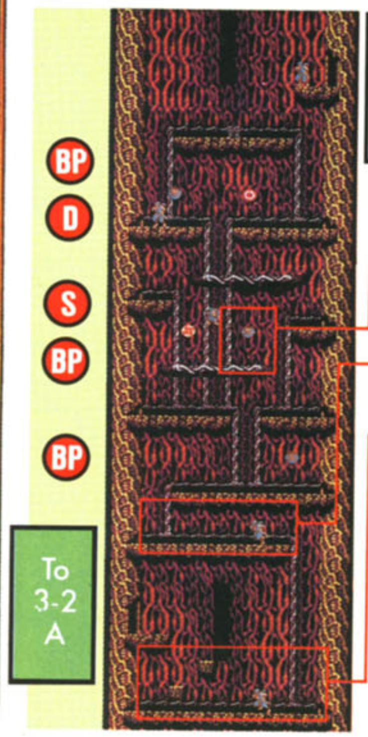
"You're Foster!!"

"We're bound to run into each other again before long."

Having breached the outer defenses of Castle Rock, Ryu meets the video image of Foster, who has been waiting for him. He boasts that nobody has ever left alive! But when Ryu asks if Irene is being held here, Foster is surprised. Obviously there is more to the mystery and Ryu must press on.

STAGE 3-2: THE TUNNEL

Flooding from the Amazon creates streams with strong currents that pull you downward.

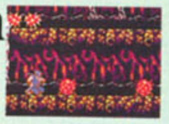


Drop In

Be safe and drop from the left side of platforms.

Hit & Run

Kneel and hit the Pods on the floor, then run ahead of the spiked balls.

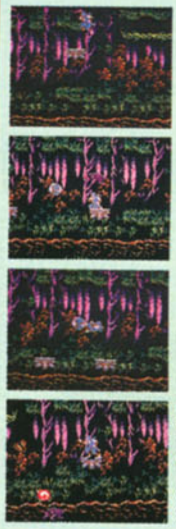


Lucky Star

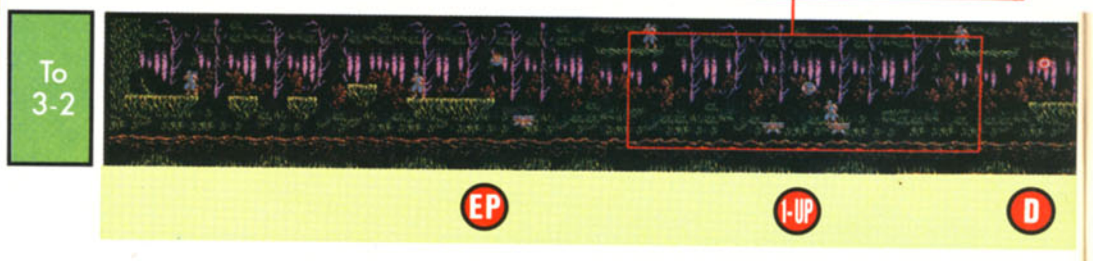
Throw the Ninja Star as soon as you hit the floor.

Fish Stories

Better let this fish go . . . unless you want it to get you.

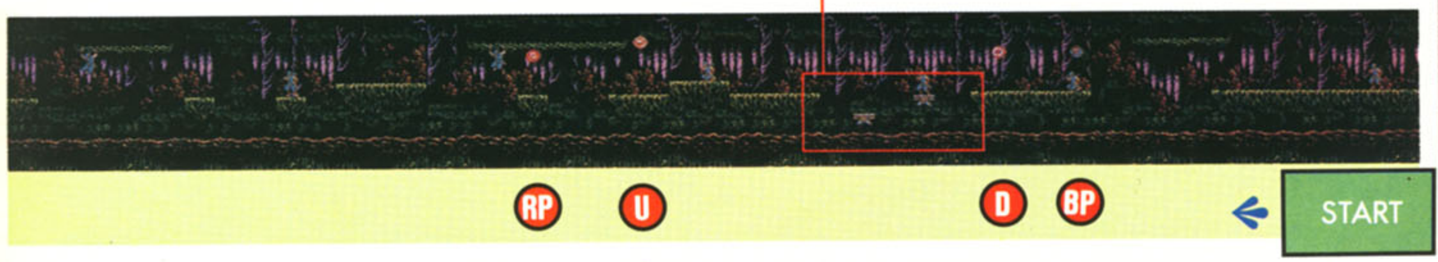


This area of moving platforms and flying fish is one of the toughest. Jump onto the platform at its high point, then duck so the Piranha leaps over you. That fish may be the one that got away, but there are plenty more to come. As soon as the first fish is gone, prepare to battle a school. The Fire Down Ninja Art will come in handy here. Timing your jump to the 1-Up is also tricky, but you don't want to let it pass.



STAGE 3-1: THE AMAZON

Leaping from ledge to hovering platform, Ryu dodges and ducks his way through the Amazon.

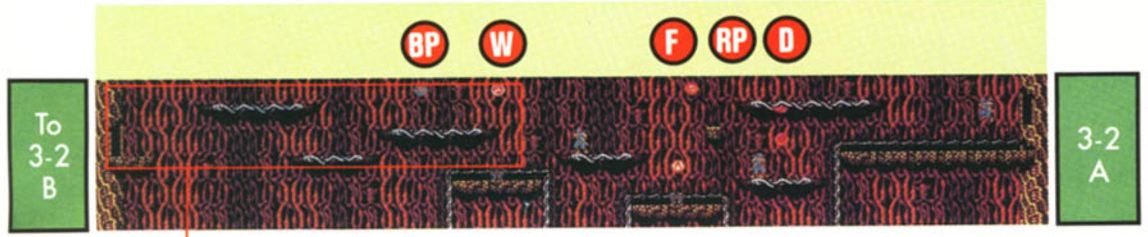


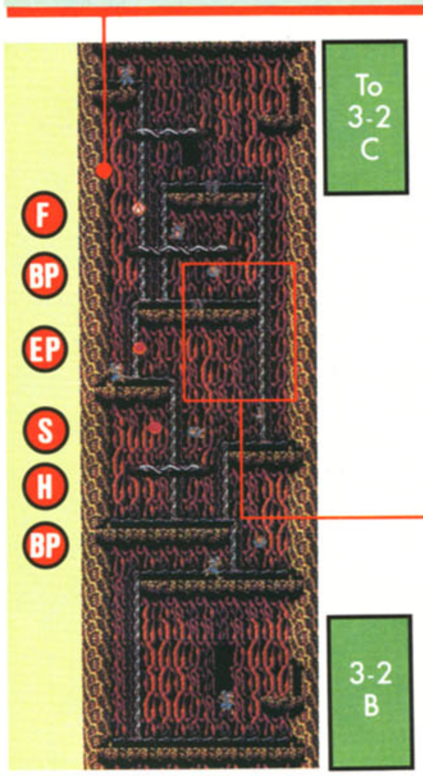
Wheel of Fire

If you grabbed the Fire Wheel earlier, activate it under the Power Capsule, grab the Power Capsule and race forward to get out safely.

Tricky Moves

Jump to the left edge of the platform and attack the Mecha-nical Flyer, then the Piranha.





Fire Storm

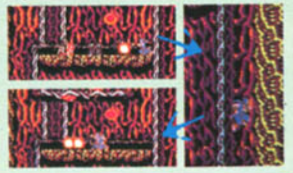
From the left wall, use the Fire Shot against the Pod near the door and in the middle of the shaft.

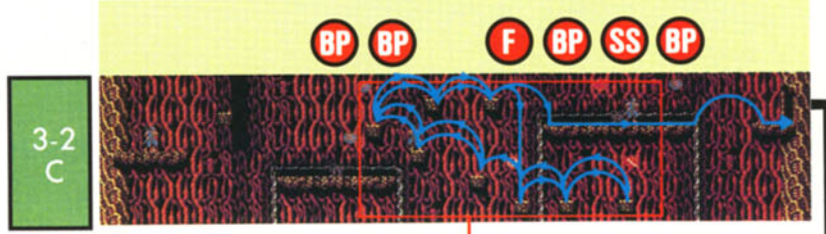
By The Numbers

Use the path indicated to hop and skip through this area. When the Buzzer appears, duck to avoid becoming lunch.

One At A Time

With so many ugly critters coming after Ryu's hide, take them on one at a time. Jump up and slash one enemy, then drop back to gain time. Now jump up again and finish the job.

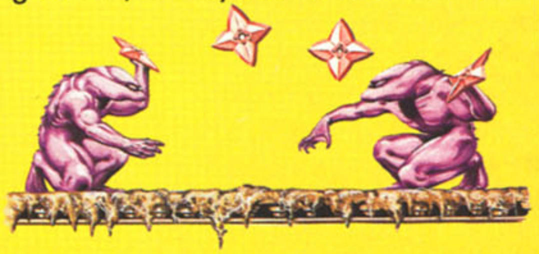




BOSS

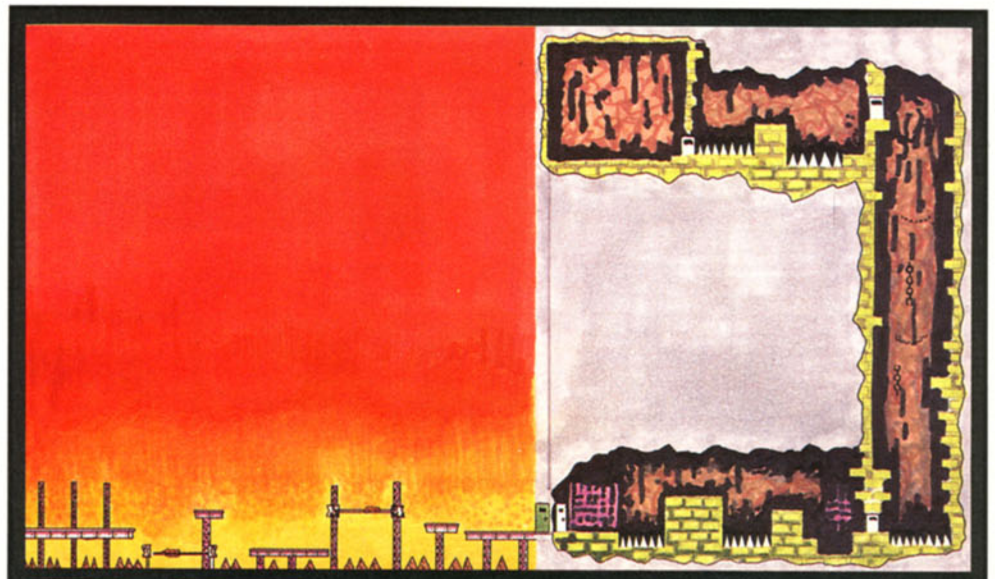
MUTANT TWINS

The Mutant Twins are lords of this underworld, but it's not much to write home about. No one knows how they got here, but Ryu intends to find out.

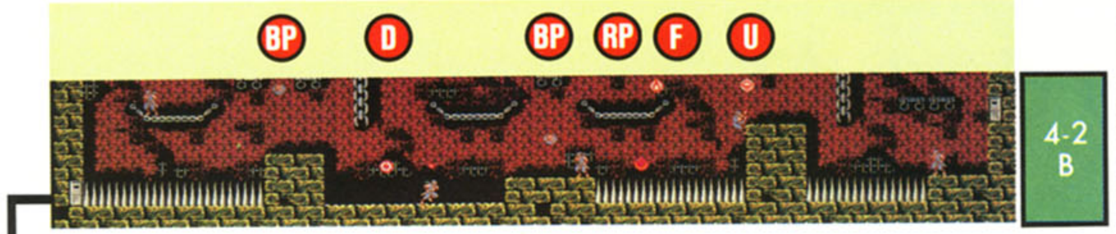


Only one of the Twins is vulnerable to Ryu's attack. When you first enter, the vulnerable Mutant is on the right.

Ryu has reached the foundations of Castle Rock fortress. It's on to the dungeons where piercing spikes shoot up through seemingly solid floors. Don't get caught flat-footed! Fortunately, there are heavy chains overhead to which Ryu can cling in some safety. Armored robots, enemy ninjas and tiny jet fighters all home in on Ryu at every step.

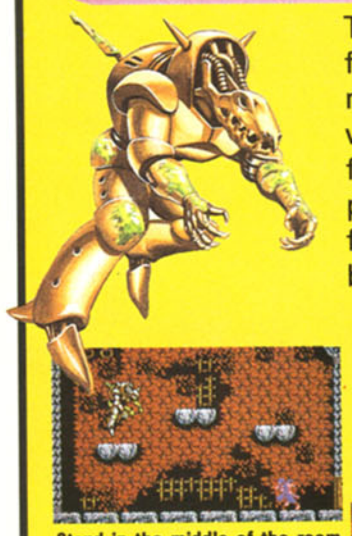


The mysterious stranger who appeared at the end of Act 1 reappears, bragging that he was the one who eliminated Irene. But before Ryu can lay his sword on the scum, he flies away as if he has rockets in his shoes. Determined, Ryu follows.



BOSS

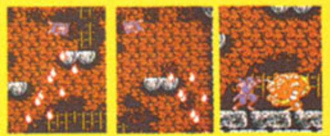
FORTRESS FATS



The protector of the fortress is yet another mutated fiend. He won't take a pound of flesh; he just likes to pound on flesh, Ryu's flesh. Who are these bosses anyway?

Fats' Folly

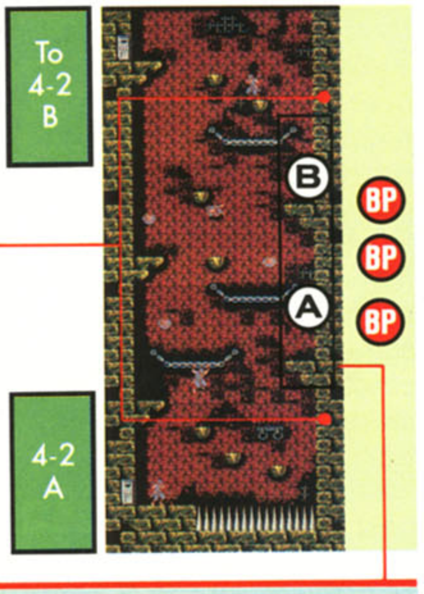
The fire of this mutant shoots up toward where Ryu last stood. To avoid it, keep moving from left to right and back again.



Stand in the middle of the room and dodge Fats' fire, which always is aimed at where Ryu last stood.

Mini-Jets

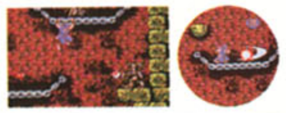
The mini-jets appear while you're concentrating on hopping from rock to rock and rock to chain. At first they move slowly, that's the time to attack, or use the Up and Down and attack from below.



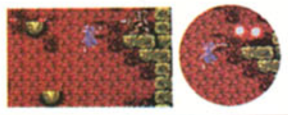
Cliff Hangers

Not every enemy needs to taste the bite of the Dragon Sword. Ryu can afford to be selective.

Ⓐ Ignore this guard because you can sneak past without taking a hit.



Ⓑ A jump from below with the Super Sword, or a blast of Fire Shot does it.

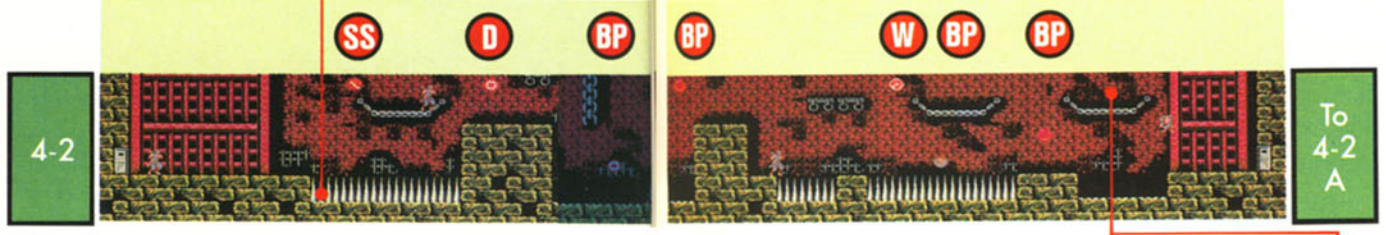


STAGE 4-2: CAUTION

Survival in the dungeons depends on avoiding the spikes. Use the heavy chains when you can and be cautious.

A Spike In Time

The spikes thrust upward every few seconds, giving Ryu just enough time to leap past them. If you fail, Ryu will lose a life.



STAGE 4-1: ANTICIPATION

One fall will be your last in this area. Remember that weapons and Ninja Arts are located where you need them. Knowing each weapon will hint at what to expect ahead.

Leaps Of Fate

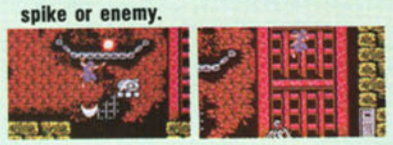
You can catch hold of the first platform by leaping straight up. Later platforms require that you jump forward and upward simultaneously. Timing is everything.

Three's A Crowd

Three hovering robots converge as you ride the platform. Get on top and attack, but take care not to hit and lose the 1-Up.

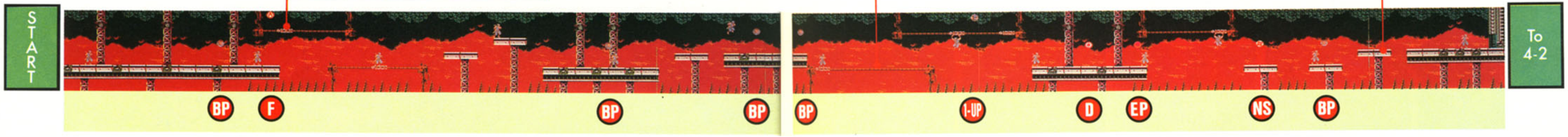
Watch Your Step

The chain platforms are safer to cross than the floor. Just don't drop onto a spike or enemy.



Both Sides

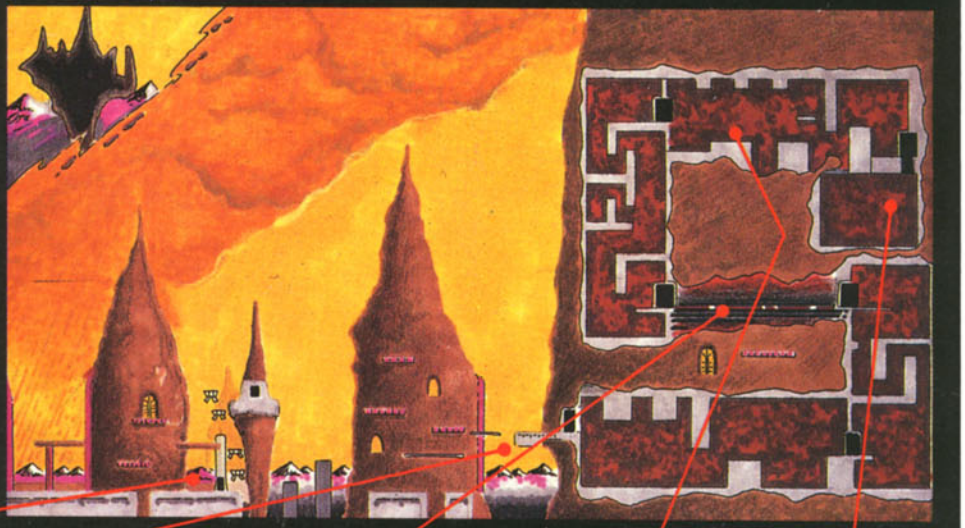
Throw at the first foe then jump the gap and returning star. The star will hit the foe behind you.

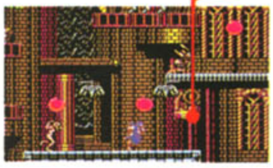


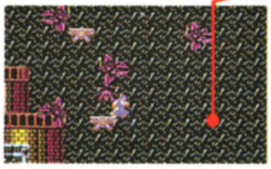
ACT 5

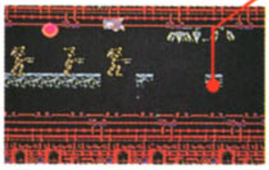
Another encounter with the mysterious man reveals that his name is Clancy, and that he has been helping Foster on a bizarre project involving Life Energy and Bio-noids—super mutants, like the bruisers Ryu has been fighting. But now Clancy claims to be innocent and he wants Ryu to go after Foster!

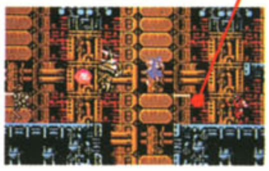
Swarms of Hover Pods, Toadmen and other enemies appear as Ryu presses into the fortress. He must ride a series of platforms before meeting laser mutants. Finally, he reaches the outer ramparts of the fortress. The action is intense and seems endless. Back inside, Ryu meets Foster. Then comes a fight with a powerful bio-noid.

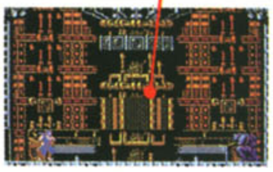








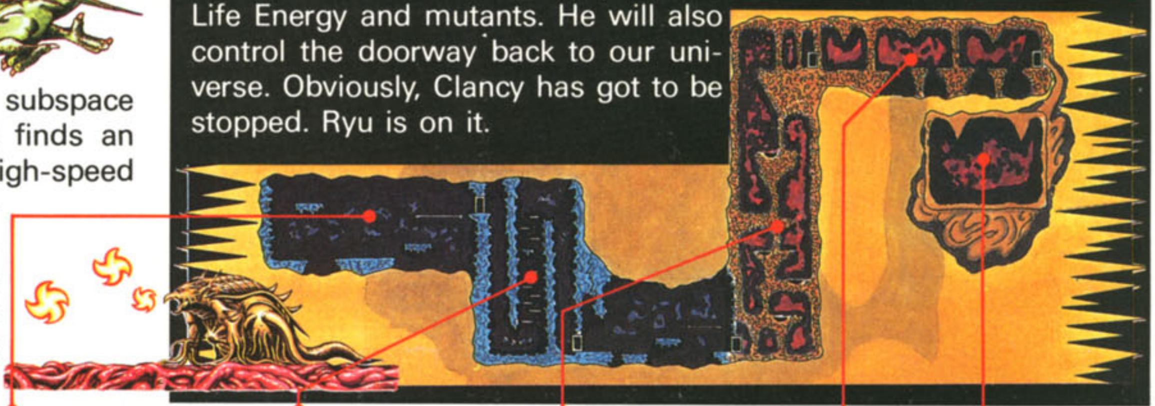


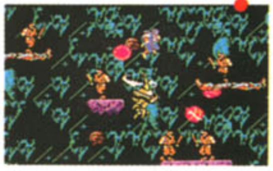


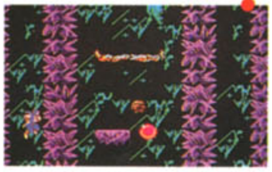
ACT 6

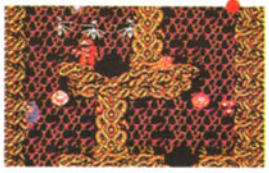
By now the plot is getting so thick you could eat it with chopsticks. Clancy, reveals that a rift in the ruins of Castle Rock fortress leads to a subspace dimension that he intends to rule using Life Energy and mutants. He will also control the doorway back to our universe. Obviously, Clancy has got to be stopped. Ryu is on it.

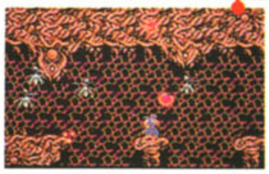
Inside the subspace dimension, Ryu finds an icy world of high-speed drops and countless enemies. Further on the world becomes a biomass of roots and rotting evil.

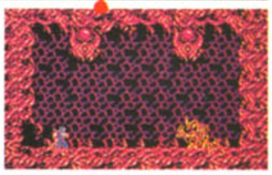


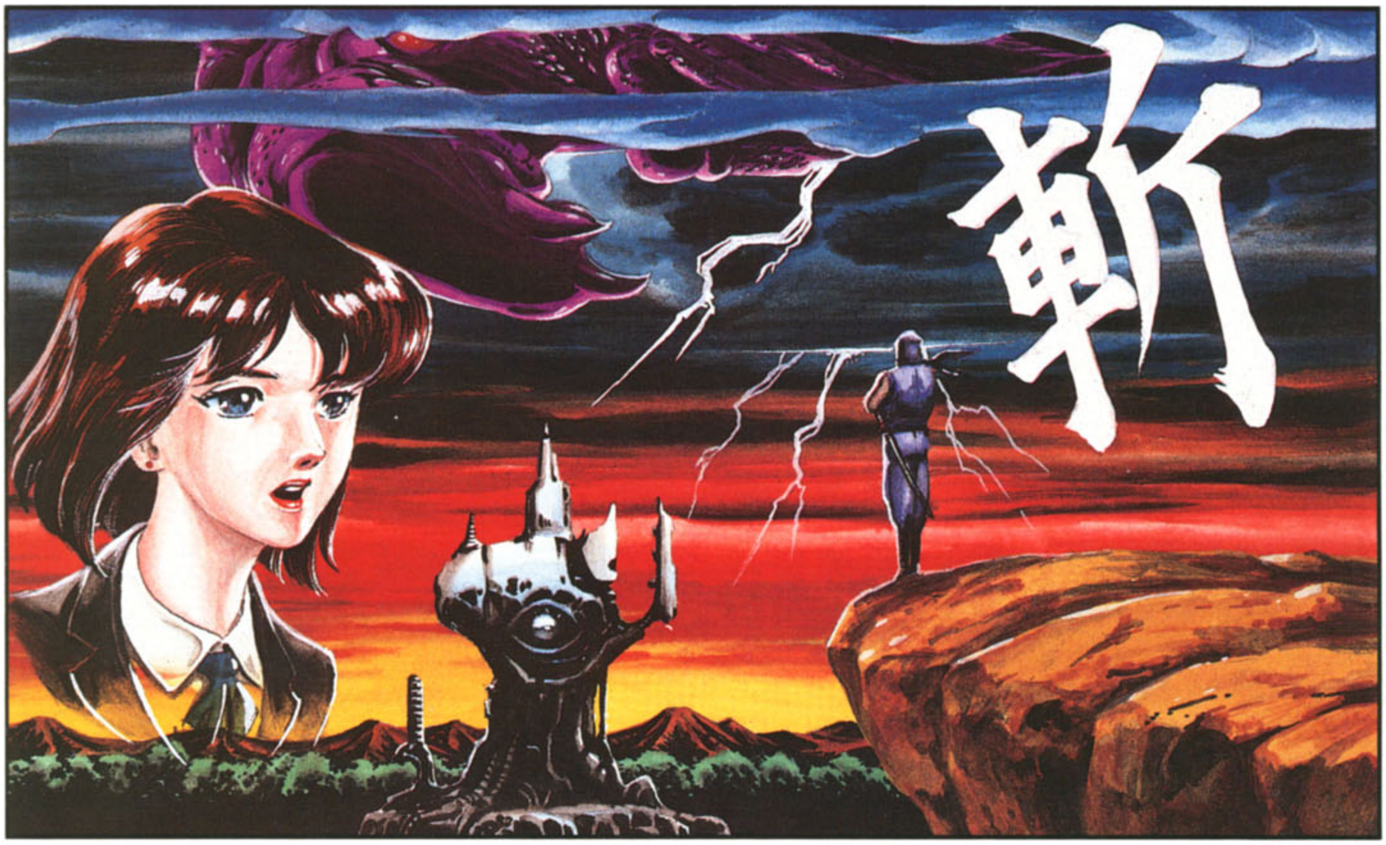




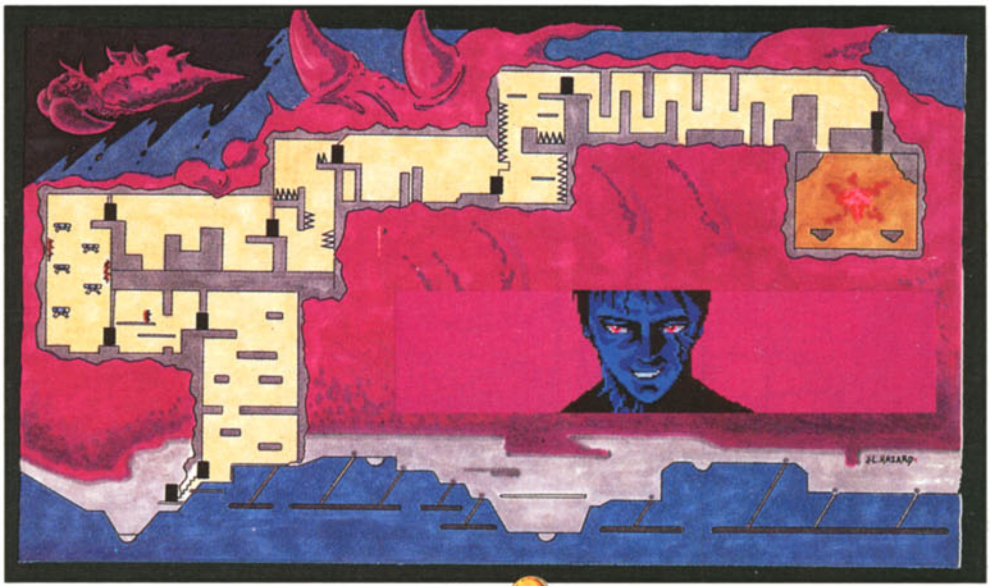




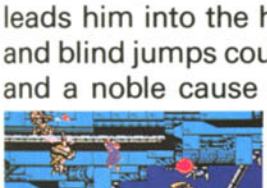


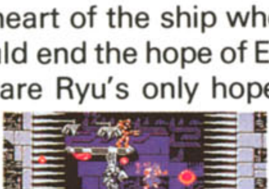


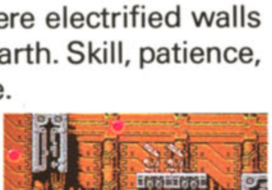
ACT 7
THE FINAL CHAPTER

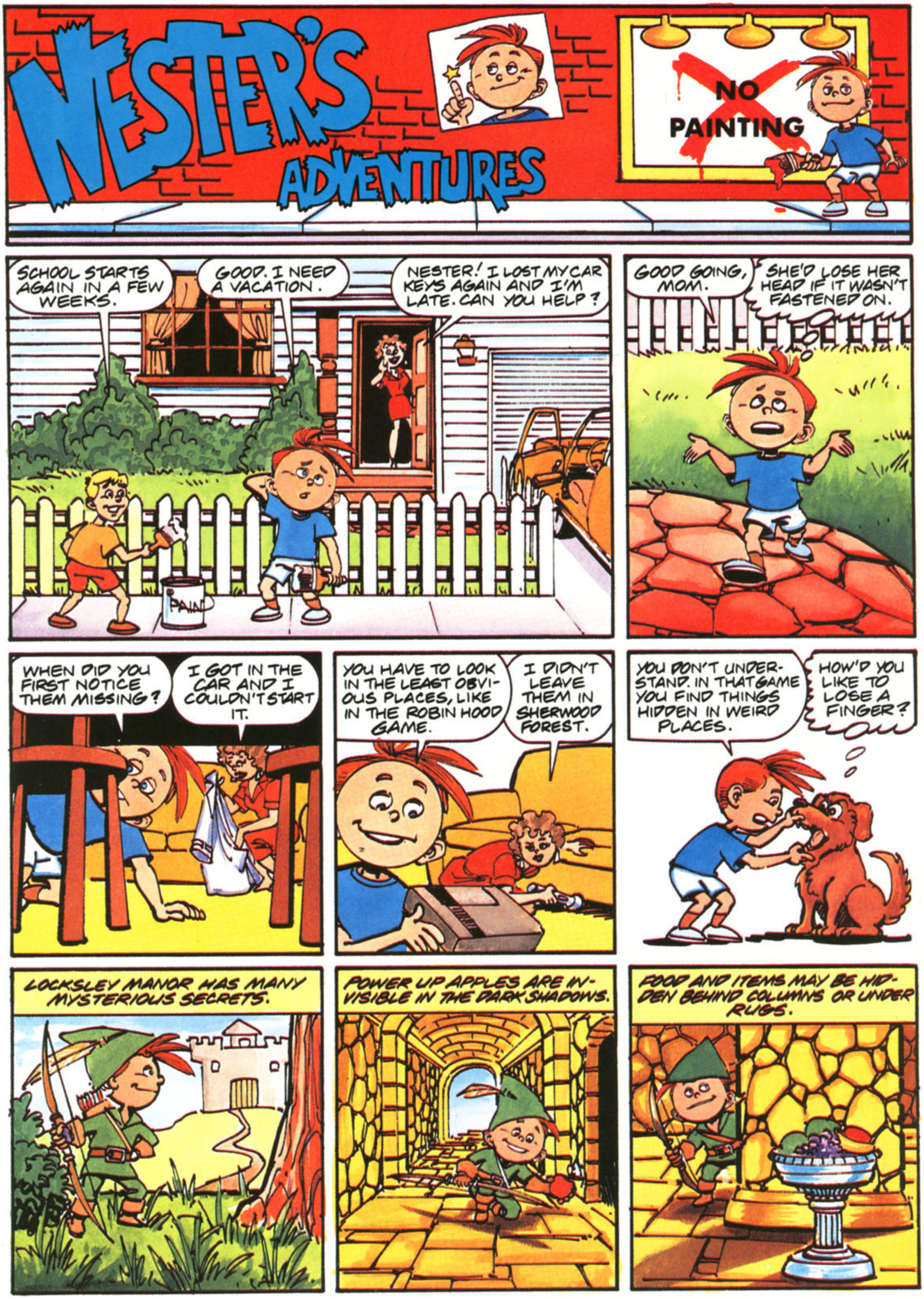


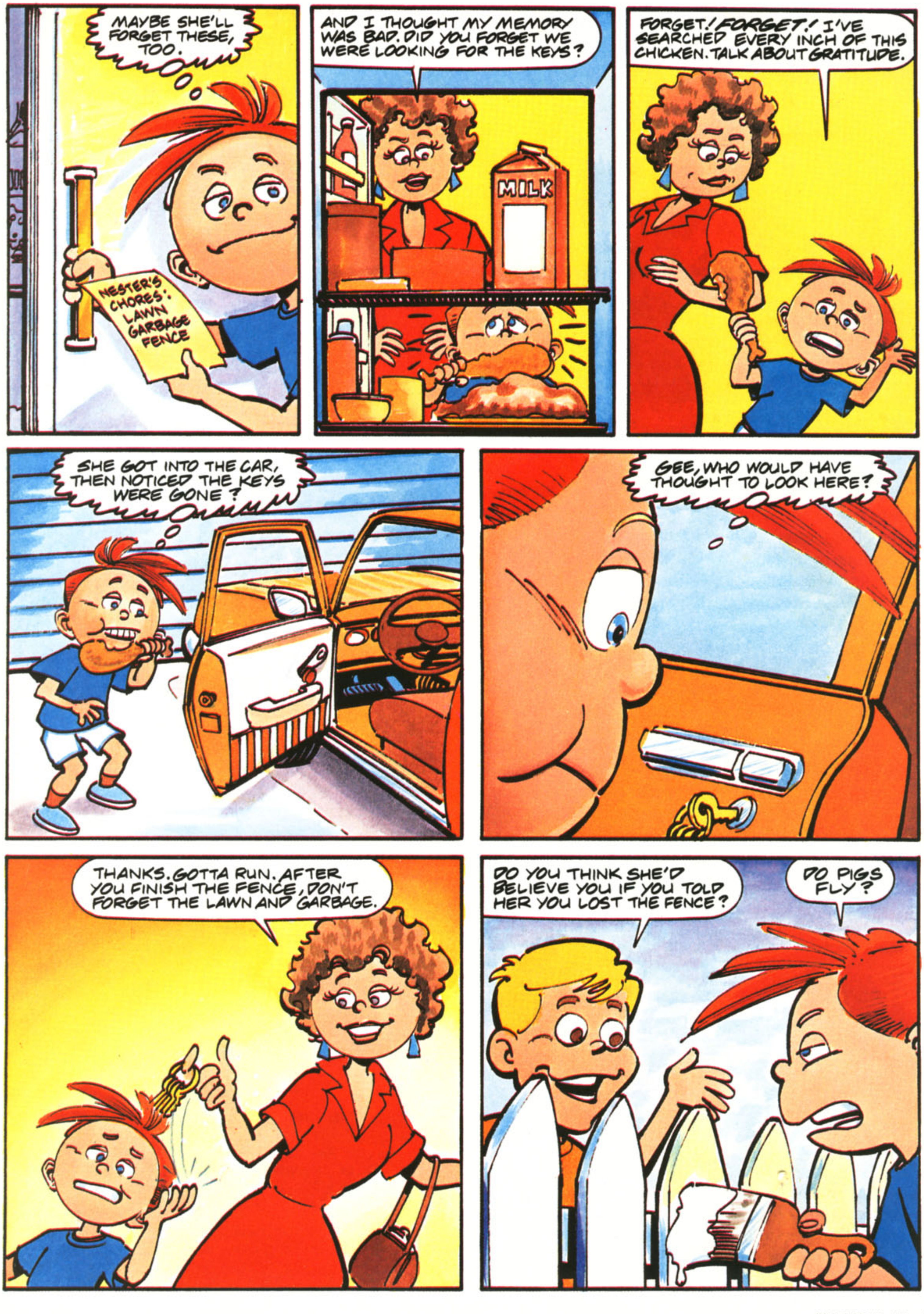
Now Clancy reveals the truth of Castle Rock and the huge dimensional warship known as the Ancient Ship of Doom. Ryu's final chapter leads him into the heart of the ship where electrified walls and blind jumps could end the hope of Earth. Skill, patience, and a noble cause are Ryu's only hope.








NESTER'S ADVENTURES
NO PAINTING
SCHOOL STARTS AGAIN IN A FEW WEEKS.
GOOD. I NEED A VACATION.
NESTER! I LOST MY CAR KEYS AGAIN AND I'M LATE. CAN YOU HELP?
PAINT
GOOD GOING, MOM.
SHE'D LOSE HER HEAD IF IT WASN'T FASTENED ON.
WHEN DID YOU FIRST NOTICE THEM MISSING?
I GOT IN THE CAR AND I COULDN'T START IT.
YOU HAVE TO LOOK IN THE LEAST OBVIOUS PLACES, LIKE IN THE ROBIN HOOD GAME.
I DIDN'T LEAVE THEM IN SHERWOOD FOREST.
YOU DON'T UNDERSTAND. IN THAT GAME YOU FIND THINGS HIDDEN IN WEIRD PLACES.
HOW'D YOU LIKE TO LOSE A FINGER?
LOCKSLEY MANOR HAS MANY MYSTERIOUS SECRETS.
POWER UP APPLES ARE INVISIBLE IN THE DARK SHADOWS.
FOOD AND ITEMS MAY BE HIDDEN BEHIND COLUMNS OR UNDER RUGS.


MAYBE SHE'LL FORGET THESE, TOO.
NESTER'S CHORES: LAWN GARBAGE FENCE
AND I THOUGHT MY MEMORY WAS BAD. DID YOU FORGET WE WERE LOOKING FOR THE KEYS?
MILK
FORGET! FORGET! I'VE SEARCHED EVERY INCH OF THIS CHICKEN. TALK ABOUT GRATITUDE.
SHE GOT INTO THE CAR, THEN NOTICED THE KEYS WERE GONE?
GEE, WHO WOULD HAVE THOUGHT TO LOOK HERE?
THANKS. GOTTA RUN. AFTER YOU FINISH THE FENCE, DON'T FORGET THE LAWN AND GARBAGE.
DO YOU THINK SHE'D BELIEVE YOU IF YOU TOLD HER YOU LOST THE FENCE?
DO PIGS FLY?

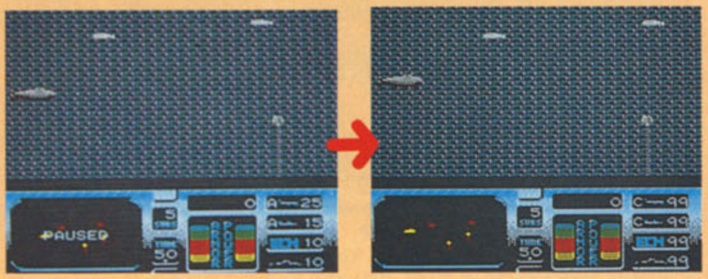
CLASSIFIED INFORMATION

THE HUNT FOR RED OCTOBER

From Agent #999

Powered-Up Sub

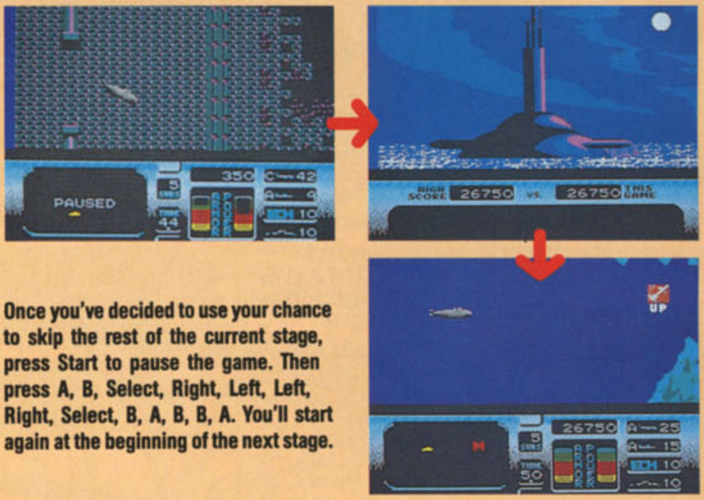
Give the Red October an extra boost of power at any point in the game. Press the Start Button to pause the game. Then press the A, B and Select Buttons in the following order: A, B, Select, A, B, Select, A, B, Select, A, B, Select, A, B, Select, A, B, B, A. Your Sub will be fully repaired and it will be equipped with 99 Torpedoes, 99 Missiles, 99 ECM's and 99 seconds of Silent Drive. The code can only be entered once per game and as soon as the Red October is defeated, the items will be reduced to their standard amounts.



Press Start to pause the game. Then press A, B, Select, A, B, Select, A, B, Select, A, B, Select, A, B, Select, A, B, B, A. Your Sub will be super-charged!

Level Skip

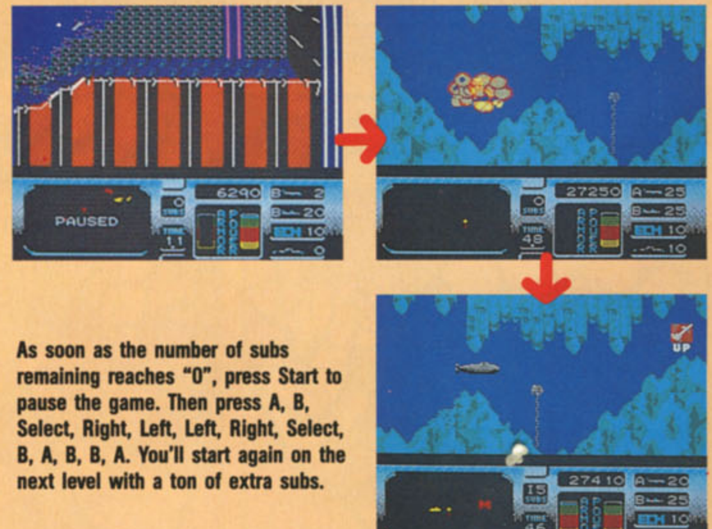
If you find yourself in hot water while you journey westward, you can skip to the next stage with another long, but easy-to-enter code. Press the Start Button to pause the action, then press the A, B and Select Buttons and Left and Right on the Control Pad in the following order: A, B, Select, Right, Left, Left, Right, Select, B, A, B, B, A. You'll be sent immediately to the beginning of the next stage with a completely repaired Submarine. Make sure that you use this code as a last resort, as you can only use it once per game.



Once you've decided to use your chance to skip the rest of the current stage, press Start to pause the game. Then press A, B, Select, Right, Left, Left, Right, Select, B, A, B, B, A. You'll start again at the beginning of the next stage.

Tons Of Subs

If you wait to use the Level Skip code until your last boat has been blasted, you'll be able to continue playing with dozens of Subs in reserve. Pause the game and enter the code just as the number of subs left reaches "0". When you resume play, the number will still read "0". If you lose a sub, though, the number will change to "10" and it will continue to count down as you lose Subs, using a counting system with letters and numbers. The grand total should be about 150 Subs.



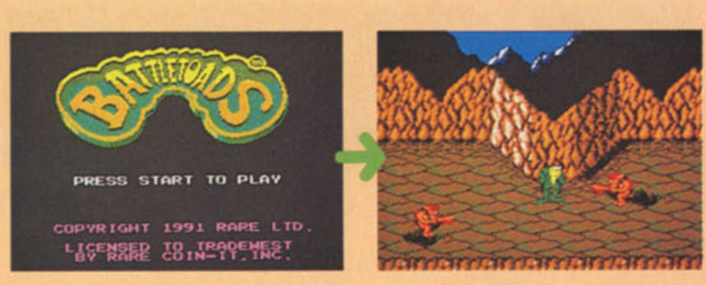
As soon as the number of subs remaining reaches "0", press Start to pause the game. Then press A, B, Select, Right, Left, Left, Right, Select, B, A, B, B, A. You'll start again on the next level with a ton of extra subs.

BATTLETOADS

■ **FROM AGENT #710**

Toad Code

You'll need as much help as you can get as you fight the forces of the Dark Queen and, with a terrific Toad Code, you can take off with two extra lives. On the Title Screen, press and hold the A Button, the B Button and Down on the Control Pad. Then press the Start Button and you'll begin with five Toads in reserve instead of the usual three. Toadally awesome! Use the code whenever you continue and you'll tear up the trail to the Dark Queen.



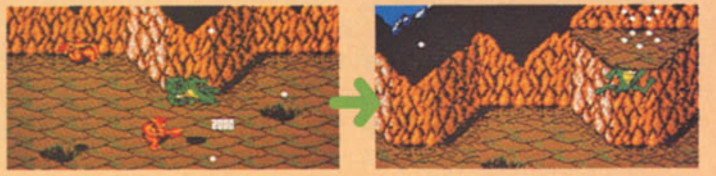
When the Title Screen appears, press and hold A, B and Down. Then press Start. You'll have a fighting force of Five Toads in reserve.

Webfooted Warps

If you've already seen the weird world of the Toads and you want to skip ahead to advanced stages, check out these great Warps!

Level One

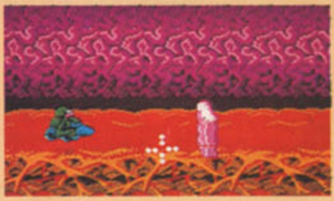
The Warp to Level Three will show up on a ledge to the right after you quickly take care of the first two Psyko Pigs. Hit the left Pig with a running Battletoad Butt, then do the same with the right Pig and keep running. You'll see a flash of white light on the ledge. Jump into it before it disappears and you'll Warp!



Hit the first two Psyko Pigs with Battletoad Butts, first the pig on the left and then the one on the right. Keep running to the right and jump to the next ledge to Warp!

Level Three

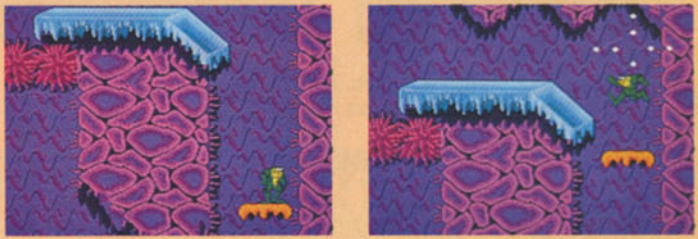
There are five Speeder Bike courses in the Turbo Tunnel. The fifth course is especially fast. Count the walls as you pass them in this section and aim your Speeder Bike in a collision course for the tenth wall. There will be a Warp in front of the wall which will take you to Level Five. Just hit it and blast off!



Aim for the tenth wall in the fifth Speeder Bike course for a shortcut to Level Five.

Level Four

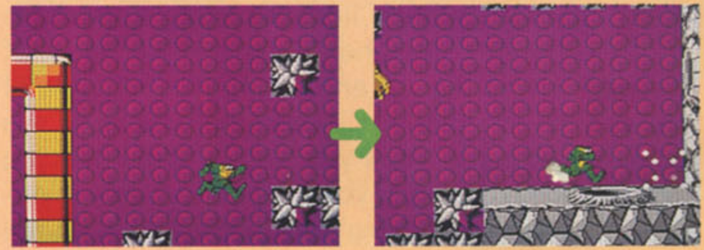
In the last section of this icy world, there are several falling platforms that actually take you skyward if you jump on them repeatedly. Try this method after falling halfway on the first platform and you'll meet up with a Warp to Level Six.



Fall halfway on the first platform in the last section of the Ice Caverns. Then jump quickly and repeatedly so that the platform takes you back to the top. You'll find a Warp there that will take you to Level Six if you hit it in time.

Level Six

Climb the Snake to the top in this second Snake section. Then run to the right and fall down to a platform. If you're there on time, you'll encounter a Warp which will zap you to Level Eight.



Get to the top of this area as fast as you can via the Snake. Run to the right and fall. You'll hit a platform with a Level Eight Warp!

The Warps in Levels One, Four and Six disappear very quickly. You'll probably have to practice before you can hit them in time to Warp. Keep trying!

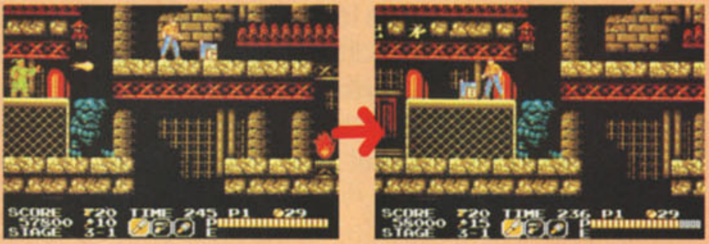
CLASSIFIED INFORMATION

VICE PROJECT DOOM

From Agent #197

Items-A-Plenty

There's a Bo Master on the first ledge of Stage 3-1. Beat him and collect the item that he leaves behind. Then double back, drop down onto the fence without jumping and defeat the Fire Thrower. Get his item and continue to go back and forth between the two until you have your fill.


SCORE 57800 TIME 245 P1 STAGE 3-1
SCORE 58000 TIME 236 P1 STAGE 3-1

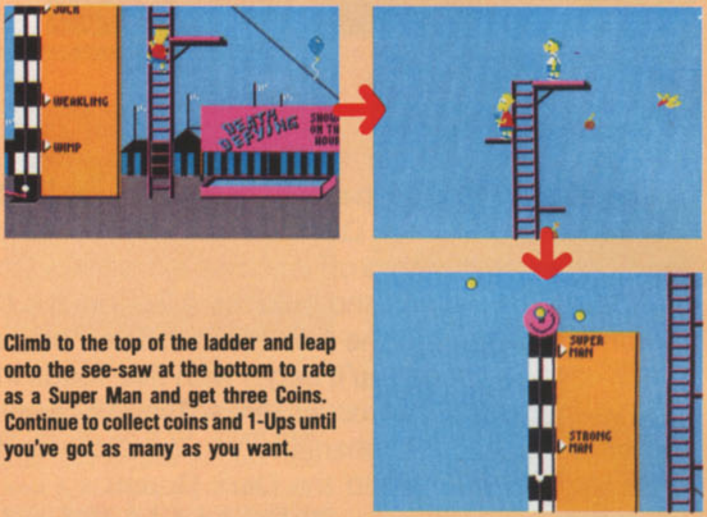
Hit the Bo Master and collect the item. Then run to the left, hit the Fire Thrower and collect another item. You can keep getting items until you're maxed out.

THE SIMPSONS

From Agent #436

Unlimited Barts

The Krustyland Amusement Park has a see-saw strength tester right next to a high dive platform. You can combine the use of these two apparatus to collect a ton of 1-Ups. Climb the ladder and hit the character on top with the Slingshot. Then leap off the platform to the left and aim for the left side of the see-saw so that you'll send the weight on the other side soaring. After you land, grab a bouncing Jebadiah Head so that you'll be temporarily invincible and watch the weight as it hits the bell at the top. Three coins will burst from the bell. Collect them and repeat the maneuver. When you have a total of 15 coins, you'll earn a 1-Up. In the 600 seconds allotted for the stage, you should be able to earn about five 1-Ups. When the time runs out, you'll lose one Bart life, but you'll net four Bart lives. Keep collecting coins and 1-Ups until you've got enough to complete the game.



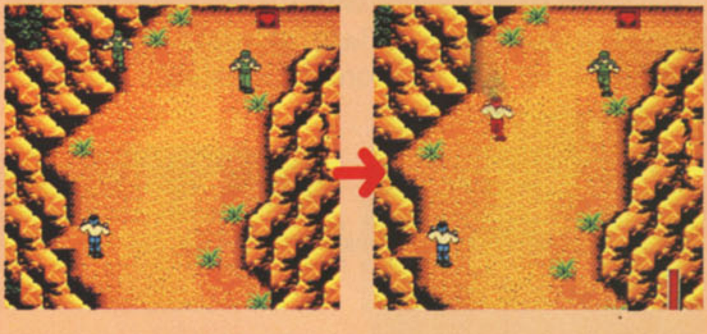
Climb to the top of the ladder and leap onto the see-saw at the bottom to rate as a Super Man and get three Coins. Continue to collect coins and 1-Ups until you've got as many as you want.

IKARI III THE RESCUE

From Agent #431

Two Player Continue

While you automatically have unlimited chances to continue in this rescue mission, in a two-player game, the first player to be defeated generally has to wait until the other player has been defeated. They then both continue the mission at the same time. There is a code, though, that allows for an instantaneous continuation for the player who has been defeated. When all of your fighters in reserve are gone, press and hold Up and Right on the Control Pad, then press the A Button. You'll reappear on the scene with three more chances!



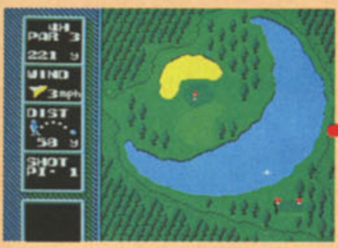
When your last fighter is gone in a two-player game, press and hold Up and Right, then press A and keep fighting!

NES OPEN Tournament Golf™

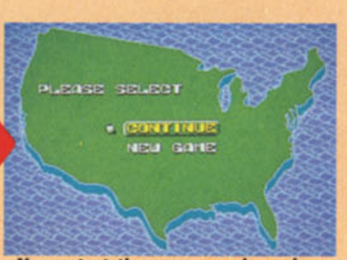
From Agent #536

Second Chance Stroke

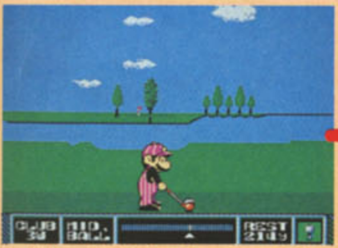
You're bound to hit a few shots off target on the challenging courses of NES Open Tournament Golf. And, while that is part of the game, you may want to give yourself a second chance every now and again. To do so, quickly press Reset on the Control Deck before the next shot is set up. Then choose the same options that you chose before and continue the game. You'll start again on the same hole, just before your last stroke. You'll be sure to win a large purse at the end of the tournament. Of course, to really test your golfing skill, you should play it straight.



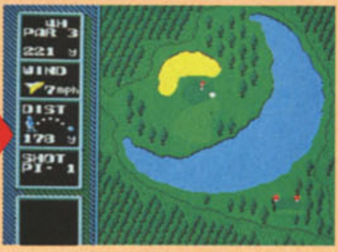
It's going to hit the water. Reset!



Now, start the game again and choose the same options.



You'll be able to try the same stroke over again!



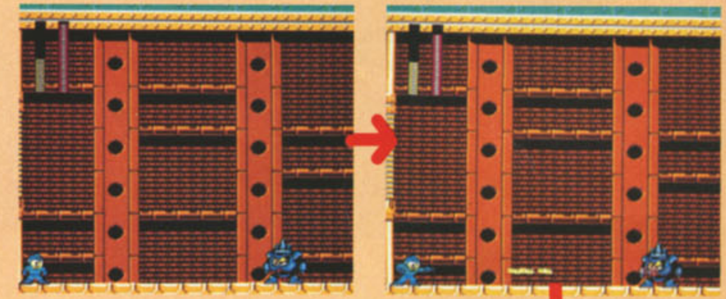
Keep trying until you hit a perfect shot!

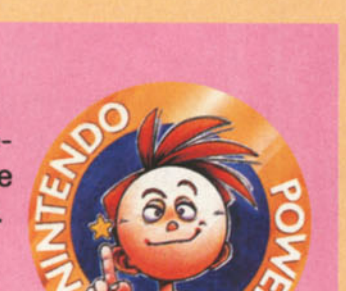
MEGA MAN III

From Agent #607

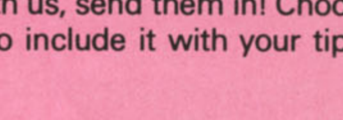
Freeze and Fire

Dr. Wily's Robot Leaders are a tough lot. Our agents have found a way, though, to make your battles with these mechanoids more manageable. As soon as the battle begins and you have a clear shot, pick up Controller II, then press and hold Up on the Control Pad and the A Button. As long as you are holding those buttons on Controller II, the action will be frozen. Even though Mega Man will not be able to move, you'll still be able to fire the Arm Cannon. Keep firing until the Robot Leader is history!





When you have a clear shot on the Robot Leader, press and hold Up and A on Controller II. Both Mega Man and the Robot Leader will be frozen. Continue to hold the buttons and fire away with the Arm Cannon. You'll K.O. the robot in no time.



Wanted: Special Agents

A popular activity among Nintendo game experts is developing tips and strategies. If you'd like to share your own special tips with us, send them in! Choose your own Agent Number (3 digits) and be sure to include it with your tips. Our address is:

Nintendo Power
Classified Information
P.O. Box 97033
Redmond, WA 98073-9733

DRAGON WARRIOR III™

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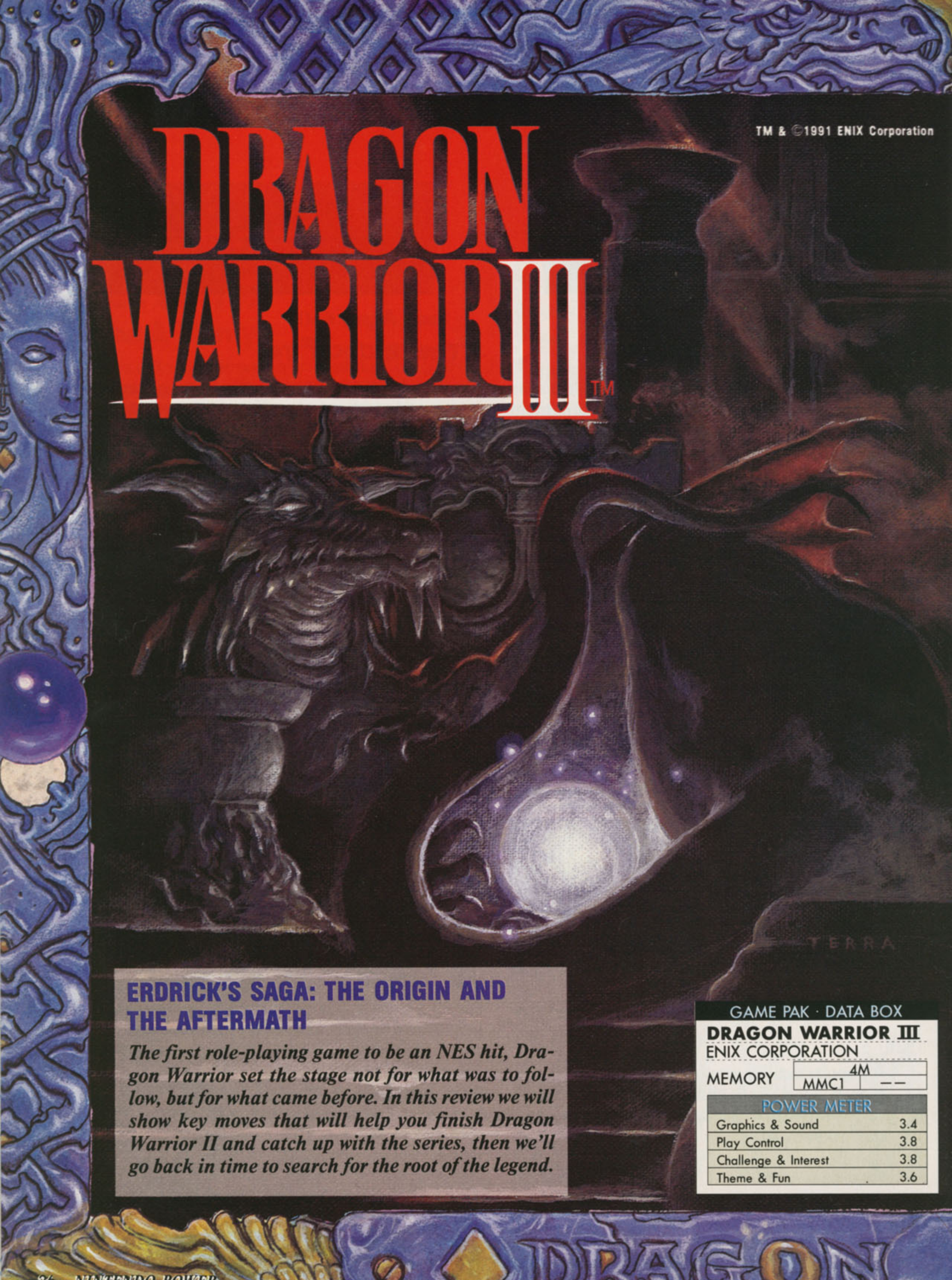


ERDRICK'S SAGA: THE ORIGIN AND THE AFTERMATH

The first role-playing game to be an NES hit, Dragon Warrior set the stage not for what was to follow, but for what came before. In this review we will show key moves that will help you finish Dragon Warrior II and catch up with the series, then we'll go back in time to search for the root of the legend.

GAME PAK · DATA BOX

DRAGON WARRIOR III

ENIX CORPORATION

MEMORY	4M	
	MMC1	--

POWER METER	
Graphics & Sound	3.4
Play Control	3.8
Challenge & Interest	3.8
Theme & Fun	3.6

THE HISTORY OF DRAGON WARRIOR

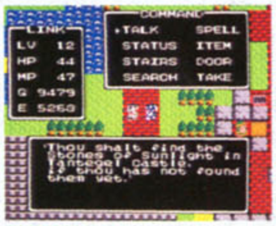
The telling of Erdrick's legend began in Alefgard with his descendants. When we discover the source himself, the saga gets bigger and better.

DRAGON WARRIOR

1989

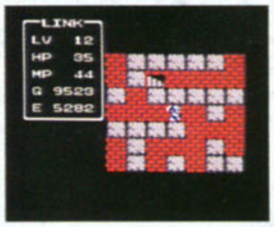
THE TELLING OF THE LEGEND BEGINS

A lone warrior sets out to follow in Erdrick's footsteps by bringing peace to Alefgard. To do so, he must slay the wicked, brutal Dragonlord.


LINK
LV 12
HP 44
MP 47
G 9479
E 5260
COMMAND
▸TALK
SPELL
STATUS
ITEM
STAIRS
DOOR
SEARCH
TAKE

'Thou shalt find the Stones of Sunlight in Tantegel Castle, if thou has not found them yet.'

Villagers you meet have information that will help you continue your quest.


LINK
LV 12
HP 35
MP 44
G 9523
E 5282

Enter the dark places armed with courage, magic, ancient weapons and, perhaps, a torch.

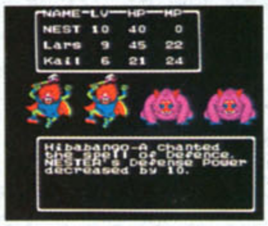
DRAGON WARRIOR II

1990

EXPECT THE UNEXPECTED AS YOU EXPLORE NEW TERRAIN

Instead of traveling alone, now you head a party of three as you explore the expanded world of Alefgard, which is four times larger than it was in Dragon Warrior. You'll be glad that you have extra help when you encounter parties of enemies like none you've ever seen.

You, as party leader, learn to use the talents of each team member.


NAME LV HP MP
NEST 10 40 0
Lars 9 45 22
Kail 6 21 24

Hibabango-A chanted the spell of Defence. NESTER's Defense Power decreased by 10.

Strategy is vital when you face multiple enemies. Plan your attack.

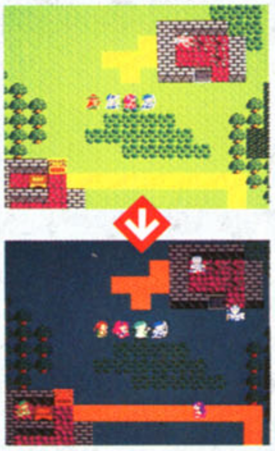
The new world is so big that you'll need a ship to explore it all.

DRAGON WARRIOR III

1991

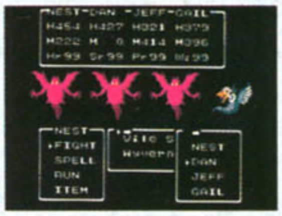
THE SECRETS OF THE LEGEND ARE FINALLY REVEALED

The third game in the series might explain some of the mystery surrounding the earlier episodes. This time you head a party of four, some of which can make beneficial class changes during your quest, and you can learn more spells than ever. The passing of time is an all-new element. Explore during the day when you can, at night when you must. You will explore by ship, as you did in Dragon Warrior II, but this time you will also have to fly high aboard a huge bird to reach remote places.

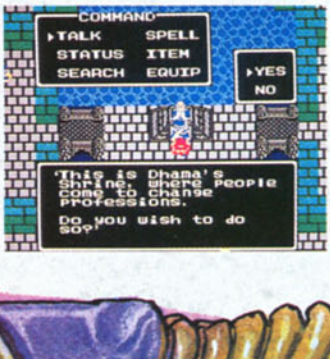


In daylight, towns bustle with activity. At night, some of the shops close and some people give interesting new tips.

Flying is safe travel because there are no enemies in the sky.


NEST
DAN
JEFF
GAIL
NEST
▸FIGHT
SPELL
RUN
ITEM
NEST
▸DAN
JEFF
GAIL

In battle scenes, you can attack fellow party members. Hit sleeping ones to wake them!


COMMAND
▸TALK
SPELL
STATUS
ITEM
SEARCH
EQUIP
▸YES
NO

'This is Dhama's Shrine, where people come to change professions. Do you wish to do so?'

From Level 20 on, you can change party members' classes. Be careful, though. They lose abilities and items when they change.

DRAGON WARRIOR II™

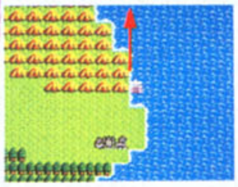
TM&© 1990 Enix of America

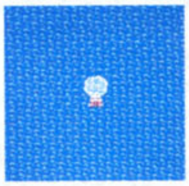
QUICK TIPS

If you don't want the second quest to drag on, these tips will help you find the key items so you can get started on Dragon Warrior III. You'll still have to raise your levels in battle by fighting foes.

Sunken Treasure

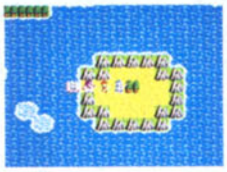
From Lianport, sail due north to the reef. Use Searc to dive overboard. Return to Lianport for the Flute.





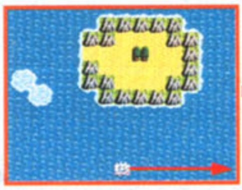
The World Tree

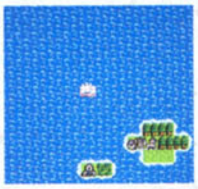
On an island in the south seas you'll find a special tree with a leaf that restores life. Head east and south from Wellgarth, then Search.



Mysterious Zahan

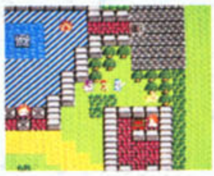
The fabled island of Zahan is isolated in the southern ocean. From the World Tree, set sail to the east and south.





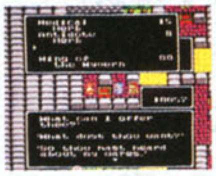
The Golden Key

In the fishing village on Zahan, look for a dog on the east side of town. This precocious pooch will lead you straight to the Golden Key.



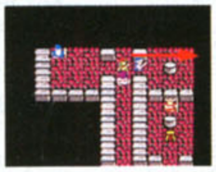
Jailor's Key

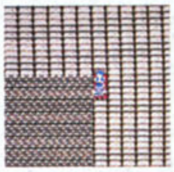
In the underground city of Wellgarth there is a shop with a mysterious blank spot in the list of items for sale. Point at the blank spot for the Key.



The Hiding Place Of Roge Fastfinger

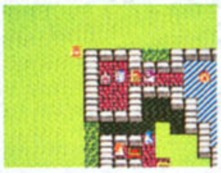
The prison cell looks empty, but if you walk into the dark wall at the bottom you will find Roge's hiding place.

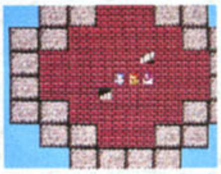


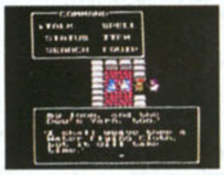


Making The Water Flying Cloth

In the temple at Zahan, use Stepguard to cross the barriers and get the Loom on the left side. The Dew's Yarn is on the third floor of the northern Dragon's Horn Tower. Take these items to Tuhn and give them to Don Mahone. Save the game and Mahone will have the Cloth ready for the Princess.

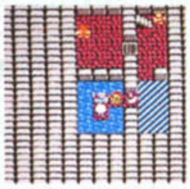


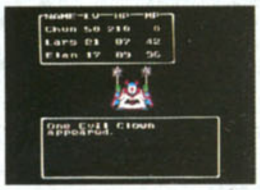




Staff Of Thunder

Once you have the Jailor's Key, go to the jail beneath Midenhall and talk to the prisoners. One will reveal his true, evil self. Defeat him and win the Staff. Sell the Staff for 9,500 pieces of Gold and repeat the procedure to amass a fortune.

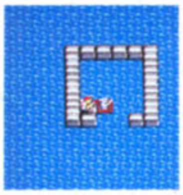


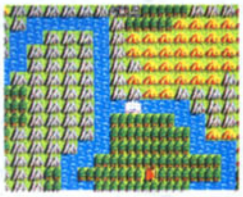


One Evil Clown appeared.

The Tower Of The Moon

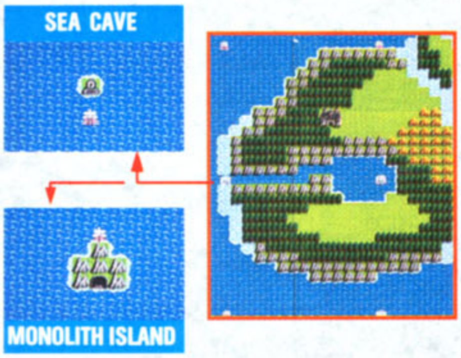
When you find Roge Fastfinger, he'll give you the Water Gate Key. Use that in the Water Gate in the northern field of Tuhn to flood the channel. Now you can sail to the Tower.





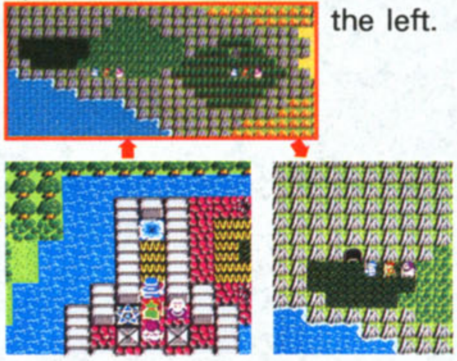
Sea Cave & Monolith Island

From Osterfair, sail four units west, then head north to the Cave. The Island is 23 units west of Osterfair. Use the Moon Fragment to enter.



Entrance To Rhone

Take the travel warp in Beran to a mountain valley just north of Wellgarth. West of the valley is a poisonous swamp. Cross the swamp and use the Eye of Malroth, which is found in Monolith Island, to open a secret door in the mountainside. The door opens in the third mountain from the left.

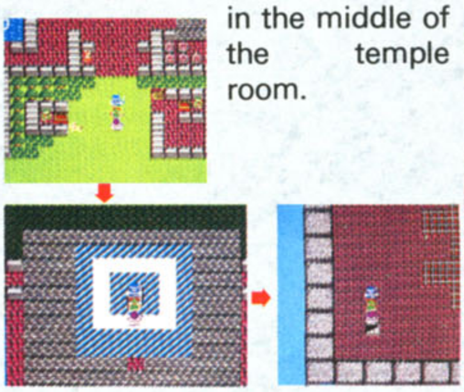


Erdrick's Stuff

The great champion of long ago left his stuff scattered carelessly about. The Sword is in Charlock Castle; the Token is in Midenhall; the Armor is in the cave to Rhone; the Shield is in Cannock Castle and the Helmet is in the Monolith of Holy.

The Secret Face Of Hargon's Castle

After battling your way through Rhone, the last thing you want to see is an eerie replica of Midenhall. To make Hargon's Castle appear, use the Charm of Rubiss. The Eye of Malroth will reveal the stairway up into the castle if used in the middle of the temple room.



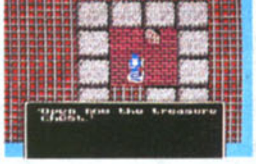
Sword Of Destruction

The mightiest weapon in the game can be won only in Rhone by defeating the Atlas, the Giants or the Green Dragon.

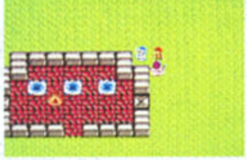
THE QUEST OF FIVE CRESTS

Before the great wizard Rubiss will give you his Charm, you must collect the five lost crests. In a cellar room of Hamlin is the Water Crest, which you win in battle. The Moon Crest is found in Osterfair if you defeat the lion. On an island in the southern sea where a flame burns in a monolith, exit the right door and walk along the outer wall counter clockwise to find the Fire Crest. In the dungeon of Rhone Cave, battle through the fierce Horkmen to find the Crest of Life. The Star Crest is in the Lighthouse. Find the old man and follow him, then defeat his true form for the Crest. Once you have the fire Crests, go to the Sea Cave and descend to the Chamber of Rubiss.

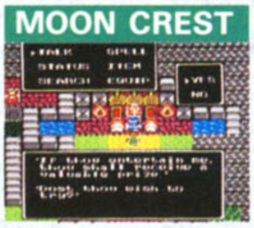
STAR CREST



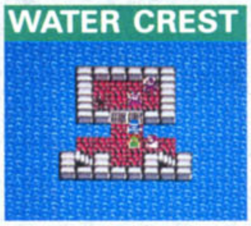
FIRE CREST



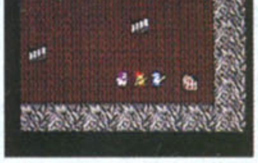
MOON CREST



WATER CREST



LIFE CREST



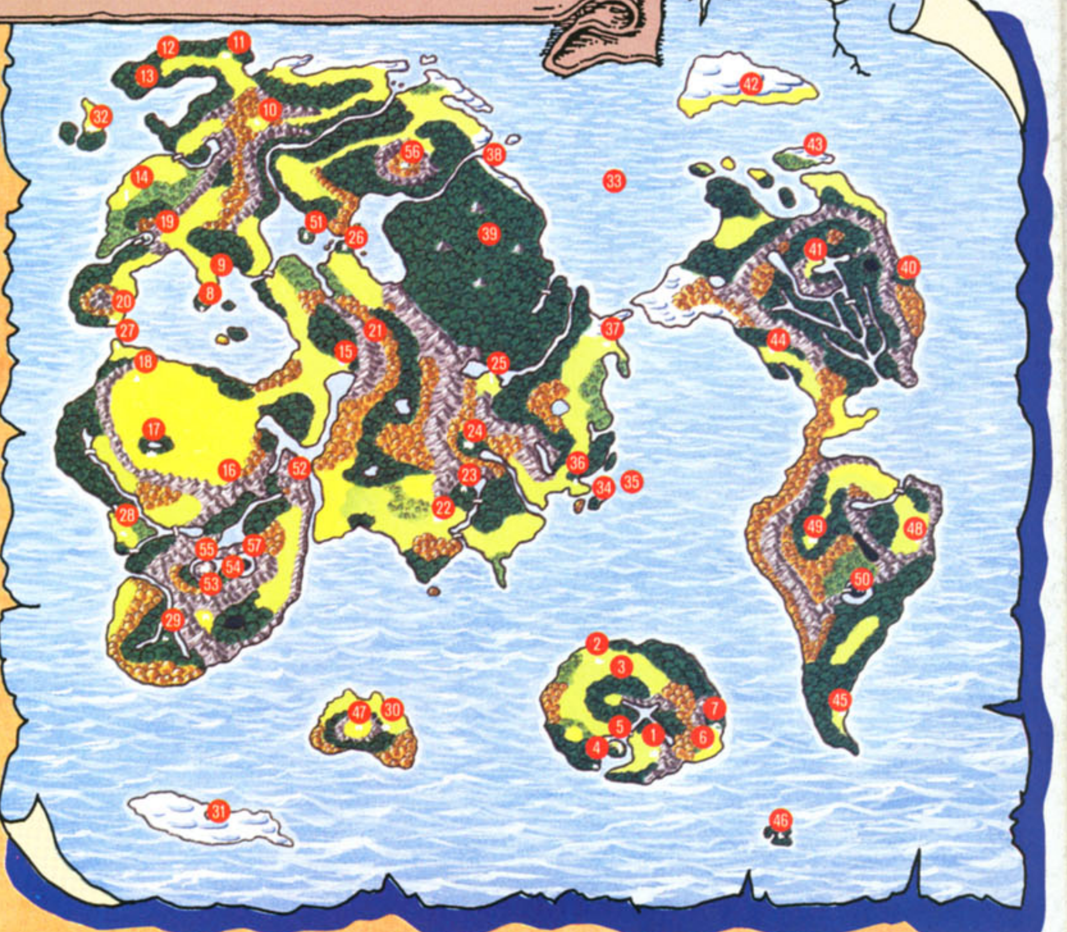
DRAGON WARRIOR III™

ADVENTURER'S GUIDE

Following in his father's footsteps, the brave son of Ortega is committed to finding and destroying the Archfiend Baramos. His journey will take him to the far reaches of the known world—and beyond. Join him as he recruits a party in Aliahan.

THE WORLD OF DRAGON WARRIOR III

The Overworld in Dragon Warrior III is vast and varied. You can wander around at will, but to follow the most direct path to your journey's end, go to the map's numbered locations in the sequence indicated.

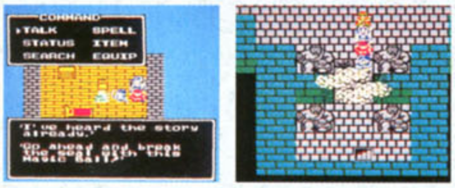


- ① Castle Town of Aliahan
- ② Village of Reeve
- ③ Forest South of Reeve
- ④ Cave on the Promontory
- ⑤ Tower of Najima
- ⑥ Shrine East of Aliahan
- ⑦ Cave of Enticement
- ⑧ Forest South of Romaly
- ⑨ Castle Town of Romaly
- ⑩ Village of Kanave
- ⑪ Village of Noaniels
- ⑫ Hidden Village of Elves
- ⑬ Cave West of Noaniels
- ⑭ Tower of Shanpane
- ⑮ Town of Assaram
- ⑯ Shrine of the Swamp
- ⑰ Castle Town of Isis
- ⑱ The Pyramid
- ⑲ Shrine Northwest of Romaly
- ⑳ Castle Town of Portoga
- ㉑ Cave of Norud the Dwarf
- ㉒ Town of Baharata
- ㉓ Cave East of Baharata
- ㉔ Shrine of Dhama
- ㉕ Tower of Garuna
- ㉖ Shrine at the Promontory of Olivia
- ㉗ Shrine South of Portoga
- ㉘ Shrine South of Isis
- ㉙ Village of Tedanki
- ㉚ Village of Lancel
- ㉛ Shrine of Liamland
- ㉜ Castle of Eginbear
- ㉝ Shrine at the Shoals
- ㉞ Village of Jipang
- ㉟ Cave of Jipang
- ㊱ Shrine West of Jipang
- ㊲ Village of Muor
- ㊳ Shrine of the Hobbit
- ㊴ Leaf of World Tree
- ㊵ Field (New Town)
- ㊶ Village of Soo
- ㊷ House of the Wizard of Greenlad
- ㊸ Shrine South of Greenlad
- ㊹ Tower of Arp
- ㊺ House of Pirates
- ㊻ Village of Luzami
- ㊼ Navel of the Earth
- ㊽ Shrine East of Samanao
- ㊾ Castle Town of Samanao
- ㊿ Cave Southwest of Samanao
- – Phantom Ship
- (51) Shrine Jail
- (52) Crater
- (53) Cave of Necrogond
- (54) Shrine of Necrogond
- (55) Castle of Baramos
- (56) Castle of Dragon Queen
- (57) Great Pit of Giaga

YOUR ADVENTURE BEGINS IN ALIAHAN

Begin by recruiting a party to accompany you on your quest. Decide who to include by checking the chart and assessing potential members' individual strengths and weaknesses. Equip them with weapons, then set out to find the Thieve's Key. Talk to everyone you meet, and remember that people sometimes change their messages after dark.

OBTAIN THE MAGIC BALL



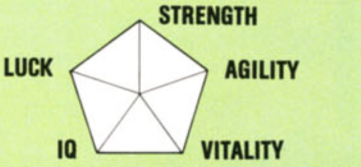
'I've heard the story already.'

'Go ahead and break the seal with this Magic Ball!'

The Magic Ball opens doors. To get it, go to Reeve and Use the Thieve's Key to find the man who can make one. Use the Magic Ball in the Cave of Enticement.

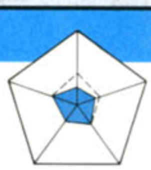
PARTY MEMBER CHECK LIST

Weigh the advantages of each and select your party members carefully. The dotted lines on the diagrams below show how much growth characters can make in the different skill areas. Try to put together a winning combination.



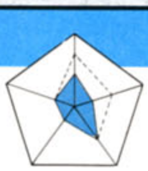
PRIEST

A good defensive member to have, the Priest can heal others and attack indirectly.



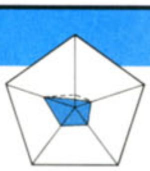
HERO

As the Hero, you are strong in battle and can Equip special weapons and cast unique spells.



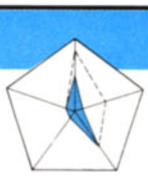
WIZARD

Although he can use few weapons, the Wizard is great at casting strong attack spells.



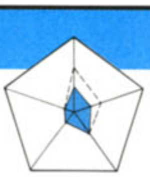
SOLDIER

He can't cast spells, but the Soldier's HP grows quickly. He can also use most weapons.



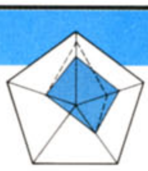
MERCHANT

The money-hungry Merchant finds the most gold and is the only member who can Appraise.



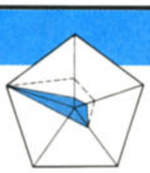
FIGHTER

He's strong, agile, and capable of making tremendous hits as his level goes up.



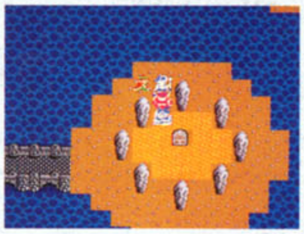
GOOF-OFF

His only virtue seems to be amusing others, but he does have one important use, as you'll see.

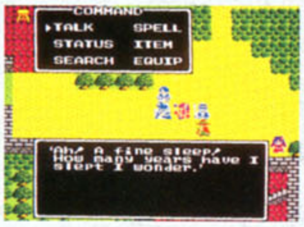


WAKE UP NOANIELS

Angry elves have cast a sleeping spell on the residents of Noaniels. To wake them, you must get Wake-Up Powder from the elves. They don't like humans and won't part with the powder unless you give them the Dream Ruby, which is hidden in a cave to the west of Noaniels. It's well guarded, so you'll have to use the spring in the second basement to restore the health of your party when it runs low.

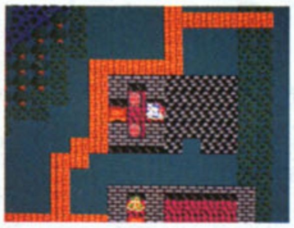


The Dream Ruby lies hidden in a well-guarded Treasure Chest.



'Ah! A fine sleep! How many years have I slept I wonder.'

Use the Wake-Up Powder in Noaniels, then talk to everyone.

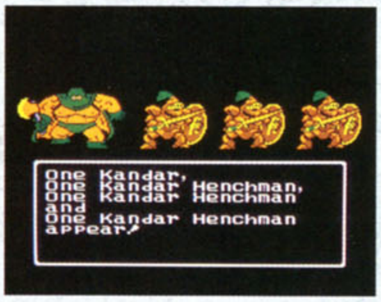


POISON NEEDLE

To pick up the Poison Needle, return to Kanave at night and enter the Item Shop's rear exit.

QUEST FOR THE GOLDEN CROWN

The King of Romaly won't consider you a real hero unless you retrieve his Golden Crown, which was stolen by Kandar. The thief fled to the Tower of Shanpane, but don't follow until you have reached Level 14 or 15. He waits at the top and you will have to fight as you climb. When you conquer him, he'll leave you a Treasure Chest containing the Golden Crown.

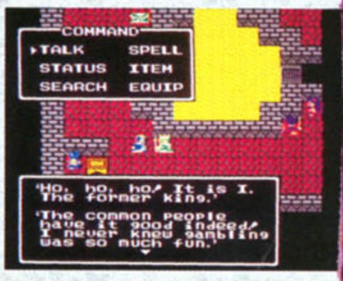


One Kandar,
One Kandar Henchman,
One Kandar Henchman
and
One Kandar Henchman
appear!

Put Kandar to sleep while you defeat his men, then fight him alone.

YOU ARE CROWNED KING!

You have better things to do than sit around and rule. Find the former king at the fighting ring and tell him that you're just not cut out for kinghood.

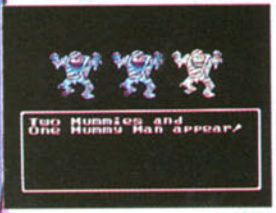


'Ho, ho, ho! It is I. The former king.'

'The common people have it good indeed! I never knew gambling was so much fun.'

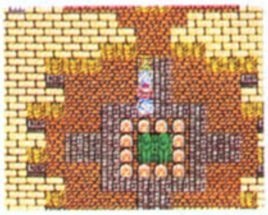
EXPLORE THE GREAT PYRAMID

The Pyramid is packed with enemies, and to make matters worse, magic won't work in certain areas. There are plenty of treasures to discover, so plan on making several trips to find everything. Be careful opening the Treasure Chests, though—some contain Man-Eating Boxes.



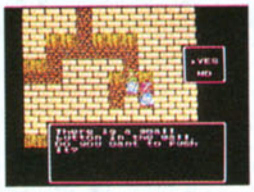
'Two Mummies and One Mummy Man appear!

The Mummies have high Hit Power, so keep your strength up and use your men wisely.

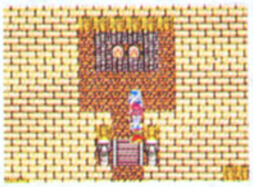


The Treasure Chests on the 4th Floor look inviting, but watch out for mummies!

OPEN THE SEALED WALL

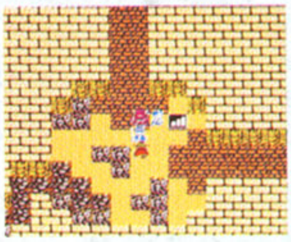


Do you remember the children's song? Press the button on the lower right first, then the one on the lower left.



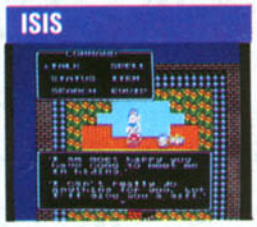
Return to the door after you press the buttons. Now you can enter and take your treasure.

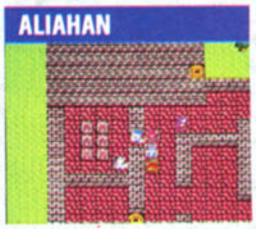
THE GOLDEN CLAW

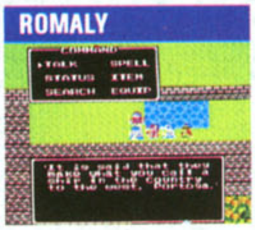


The Claw is hidden in the Pyramid's second basement. Search in the area the photo shows to find stairs leading down.

OPEN LOCKED DOORS



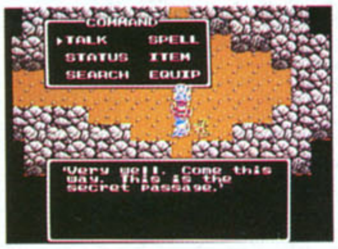




Now that you have the Magic Key, go back and open the doors that you couldn't open with the Thieve's Key. You'll find wonderful treasures and get great new tips this time around. Wait until nightfall to visit Isis with your Key, then return during the day to talk to the Queen. She will give you the Wizard Ring. Talk to someone in Romaly for information about the ship. When you return to Assaram, you'll learn about the Cave of Norud.

THE QUEST OF PORTOGA: FOR THE LOVE OF PEPPER

The King of Portoga has a ship that he's not using, but he won't part with it until he tastes Black Pepper. Take the Royal Scroll he gives you to Norud, the Dwarf, who lives in a cave, near Assaram. He will open a passage to the east.



'Very well. Come this way. This is the secret passage.'

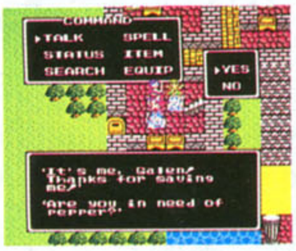
Show Norud the Royal Scroll. He will clear the way and give you a few tips about finding Pepper in the area beyond.

A KIDNAPPED COUPLE AWAITS

The shop that usually sells Pepper has closed because the shopkeeper's daughter, Tania, is being held prisoner in a Cave nearby. What rogue would do such a thing? It's Kandar, and he's even stronger than before. If you free Tania and her friend, Galen, her grateful father will give you Pepper for the King.

Kandar :

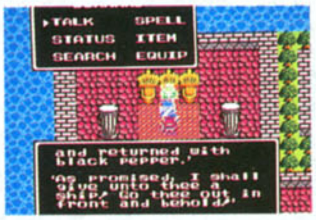
TRADE YOUR PEPPER FOR A SHIP



'It's me, Galen! Thanks for saving me!'

'Are you in need of pepper?'

Beat Kandar a second time, collect your Pepper, then return to Baharata. When you present the Black Pepper to the King, he will give you a ship in return. Being able to travel by ship will open whole new areas for exploration. Weigh anchor, hoist the main sail, and set your course for high adventure!



and returned with black pepper.'

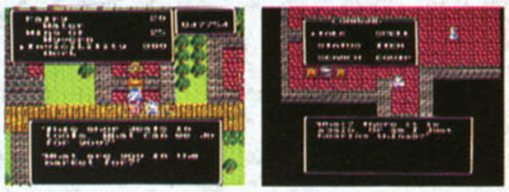
'As promised, I shall give unto thee a ship! Go thee out in front and behold!'

THE SEARCH FOR THE FINAL KEY

Your ship dramatically increases the number of places you can go and people you can meet. In fact, there are so many of both that it's confusing! Before your brain is completely boggled, search for the final Key. It's hidden in an underwater Shrine, but you'll have to visit Edinbear before you can bring it to the surface.

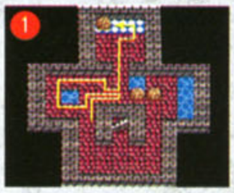
BUY THE INVISIBILITY HERB

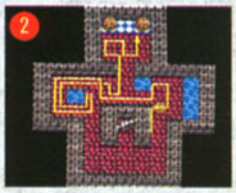
In order to enter the Castle of Edinbear, you need the Herb of Invisibility. Buy it in the Village of Lancel.



SOLVE THE PUZZLE

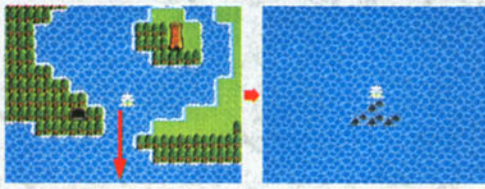
To open the basement door, you must solve the puzzle. Move the Blue Boulders correctly to open the door and find the Vase of Drought.





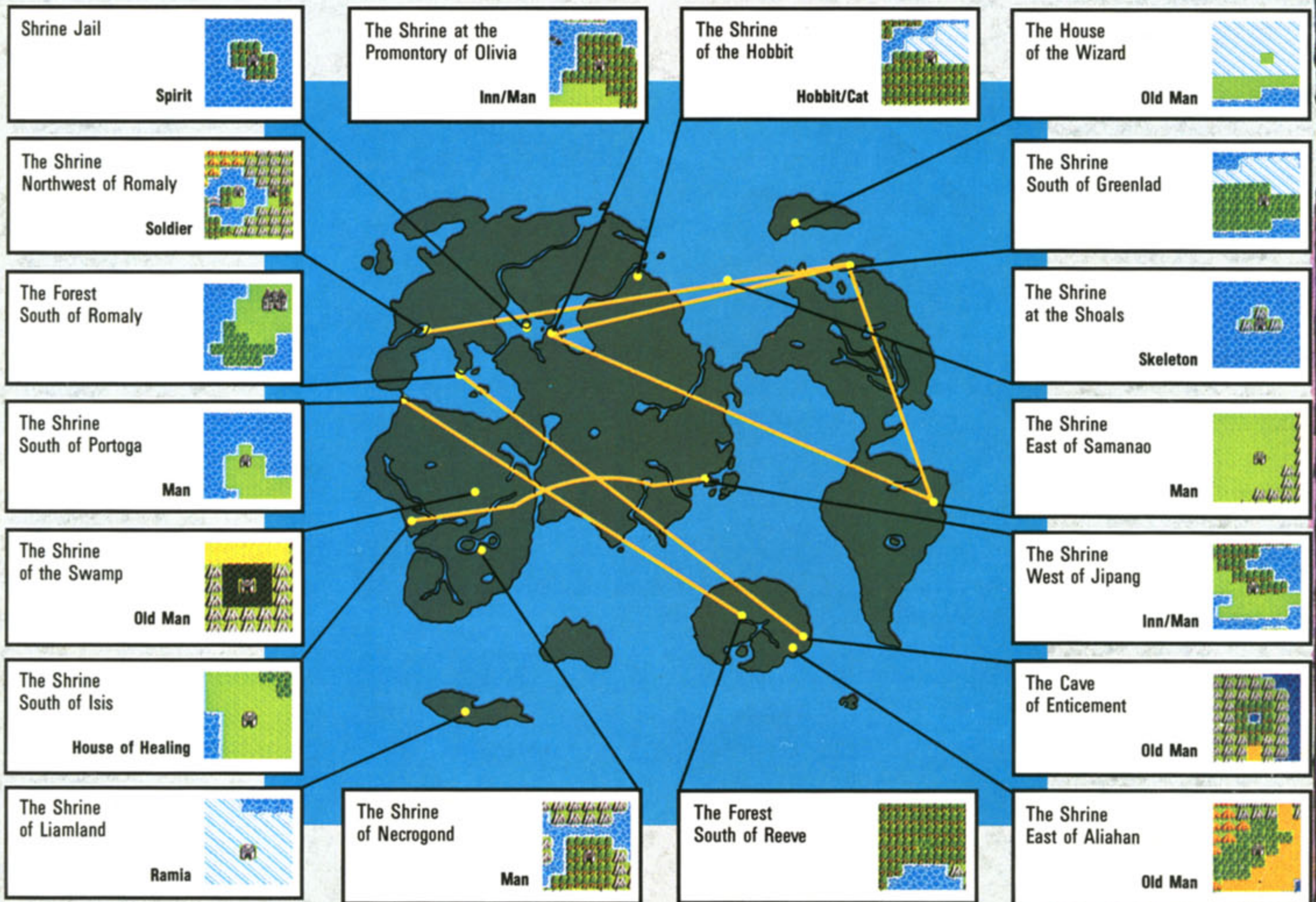
SHIP TO THE SHOALS

When you Use the Vase of Drought at the Shoals, the Shrine of the Shoals will rise to the surface. It houses the Final Key.



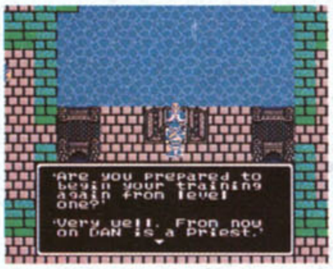
SHRINES & TRAVEL DOORS

Travel Doors are your tickets to other worlds.


Shrine Jail
Spirit
The Shrine at the Promontory of Olivia
Inn/Man
The Shrine of the Hobbit
Hobbit/Cat
The House of the Wizard
Old Man
The Shrine Northwest of Romaly
Soldier
The Shrine South of Greenlad
The Forest South of Romaly
The Shrine at the Shoals
Skeleton
The Shrine South of Portoga
Man
The Shrine East of Samanao
Man
The Shrine of the Swamp
Old Man
The Shrine West of Jipang
Inn/Man
The Shrine South of Isis
House of Healing
The Cave of Enticement
Old Man
The Shrine of Liamland
Ramia
The Shrine of Necrogond
Man
The Forest South of Reeve
The Shrine East of Aliahan
Old Man

CHANGING CLASSES

Although you can change classes at Level 20, we recommend that you wait until you reach at least Level 30. Consider carefully and save your game if you decide to make a change. That way, if you don't like the new group, you can restart with the party you had previously. Characters who change will lose their weapons and armor as well as half of their Strength, Agility and Intelligence. You can change classes only at the Shrine of Dhama.



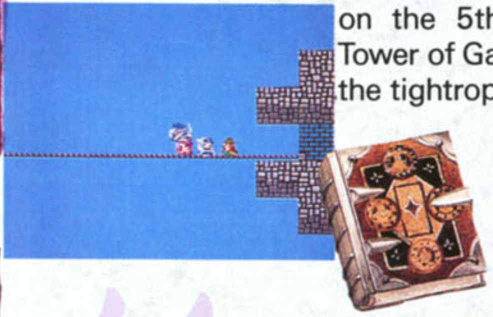
'Are you prepared to begin your training again from level one?'

'Very well. From now on DAN is a Priest.'

The Man in the Shrine of Dhama will change any character's class.

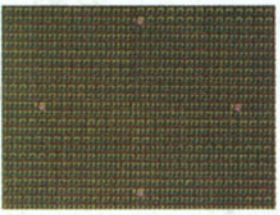
TWO WAYS TO BECOME A SAGE

The Sage is one of the most useful characters in the game, but you can't begin as one. One way to become one is to find the book of Satori, which is on the 5th Floor of the Tower of Garuna. Fall from the tightrope to a Treasure Chest to find it. With the book, any character can become a Sage.



SET SAIL FOR ADVENTURE

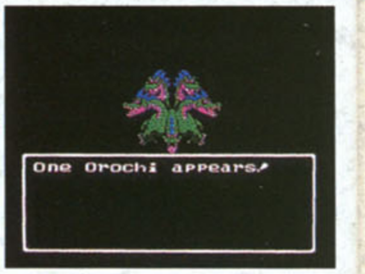
Because there are so many places to go, it's easy to miss important locations. You don't necessarily have to visit every site, but if you don't, you might miss items that are vital to your success. In out-of-the-way places you can find important things such as the Leaf of World Tree and the Phantom Ship. Keep looking—they're hard to find.



Like its predecessor, Dragon Warrior III has a Leaf of World Tree. Take the time to search for it on a small island.

CHALLENGE OROCHI

If you're at or above Level 23, take on Orochi in the Cave of Jipang. When you beat him, he'll drop his sword and run. Follow him to Himiko's room. If you attack her, she'll revert to her true form, that of Orochi. Beat him again to get the Purple Orb.

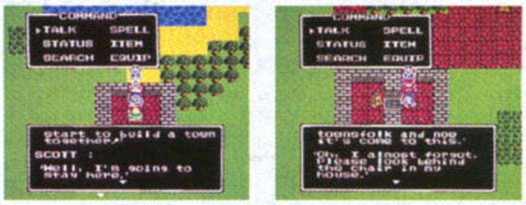


One Orochi appears!

Looks can be deceiving! The first time you beat Orochi, he drops his sword and runs. The second time, he'll drop the Purple Orb.

HELP BUILD A NEW TOWN

An Old Man in a western Field wants to build a New Town, but he lacks a Merchant. Bring one from Aliahan, then visit the New Town from time to time. As it grows, the people tire of the greedy Merchant so they jail him. Talk to him in jail, then search his house for a valuable object.



start to build a town together!'

SCOTT :

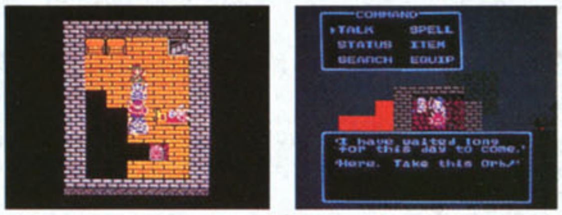
'Well, I'm going to stay here.'

townsfolk and now it's come to this.'

'Oh, I almost forgot. Please look behind the chair in my house.'

Recruit a Merchant for the Old Man, then return to the New Town now and then to see how it has grown.

FIND IMPORTANT ITEMS IN TEDANKI

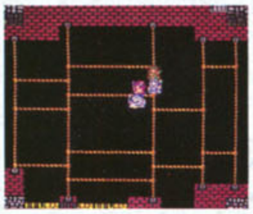


'I have waited long for this day to come.'

'Here. Take this Orb!'

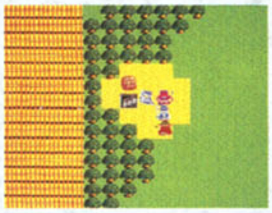
The Lamp of Darkness, which changes day to night, is in Tedanki. To find it, you must have the Final Key and search carefully. Visit the village during both day and night. The lone prisoner in the jail has information about the location of the Green Orb. Talk to him, then return at night to look for it.

THE ECHOING FLUTE



Look for this very useful item on the 5th Floor of the Tower of Arp. If an Orb is nearby when you use the Flute, its sound echoes.

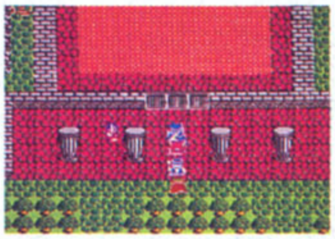
THE RED ORB

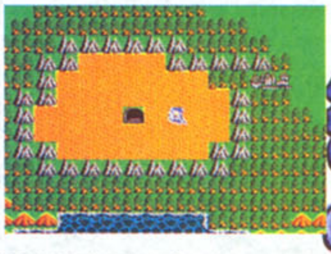


Push the stone east of the House of Pirates to uncover a stairway. Go down into the basement, use Echoing Flute, and search for the Red Orb.

TEST YOUR COURAGE

If you have the Final Key and are at Level 28, go to the Shrine north of Lancel. A prophet will offer a challenge. You meet his demands alone, so arm yourself with the Final Key and the Meteorite Armband.

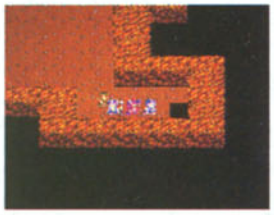




Leave your comrades at the door. Open every Treasure Chest, even though some release deadly monsters. When you beat them all, you will be well rewarded.

FIND THE MIRROR IMAGE

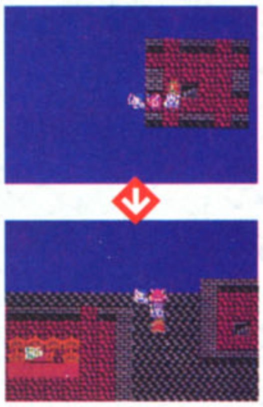
The Travel Door in the Shrine south of Greenlad leads to the Castle of Samanao. The King's guards immediately throw you into jail. Talk to the other prisoners to find out about a secret escape passage. Go to the Cave Southeast of Samanao, find the Mirror of Ra, and return to the castle.

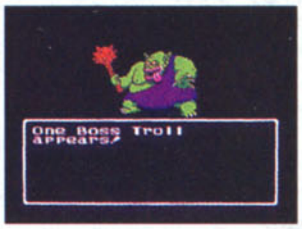


Many chests in the Cave contain monsters. Fall through a hole in the basement to find the one with the Mirror.

THE KING'S TRUE IDENTITY

Wait until night falls to return to the castle. Climb to the top of the east tower, then jump over to the west. You will find the King asleep in his bedroom. Stand beside him and Use the Mirror. The Mirror reveals that the King is really a Troll. When you defeat the Troll, he leaves behind a Treasure Chest that contains the Staff of Change.

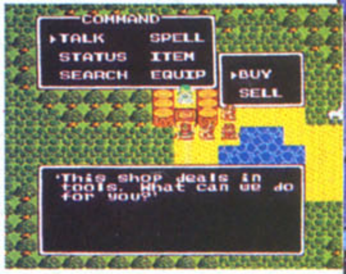




One Boss Troll appears!

STAFF OF CHANGE

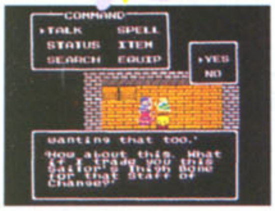
Return to the hidden Village of the Elves. When you were there before, they refused to sell you anything because you were human. Use the Staff of Change to become something else, then go shopping.



'This shop deals in tools. What can we do for you?'

THE STORY OF OLIVIA AND SIMON

After you use the Staff of Change, give it to the Great Wizard at Greenlad. In return, he'll give you the Sailor's Thigh Bone, which will help you find the Phantom Ship. Board the ship, talk to everyone there, then search through the Treasure Chests until you find the Locket of Love.

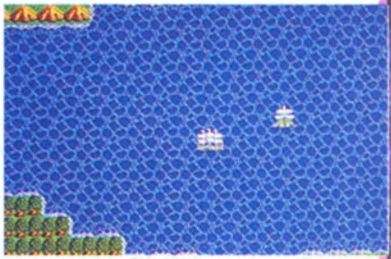


wanting that too.'

'How about this. What if I trade you this Sailor's Thigh Bone for that Staff of Change?'

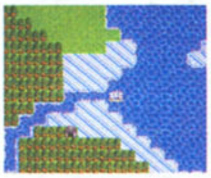
SCOUR THE SEAS FOR THE PHANTOM SHIP

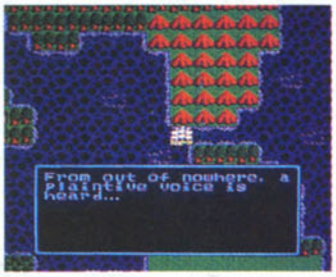
Because it sails aimlessly on an uncharted course, you never know where the Phantom Ship will be. When at sea, Use the Sailor's Thigh Bone to locate it. Check everywhere until you find it. The sailors' ghosts might have important tips, so be sure to talk to them.



USE THE LOCKET TO BREAK THE CURSE

As the Old Man on the Promontory of Olivia explains, the channel is cursed and therefore impassable. Although it looks clear, if you try to sail through, its currents push you back. To break the curse, enter the channel, and as it pushes you back, Use the Locket of Love. It will open the channel, allowing you to pass.

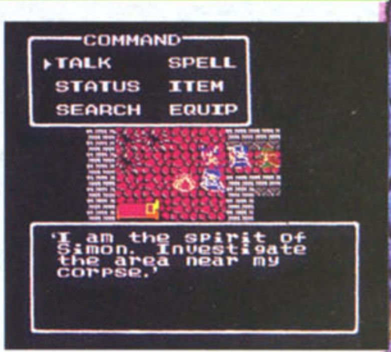




From out of nowhere, a plaintive voice is heard...

THE SWORD OF GAIA

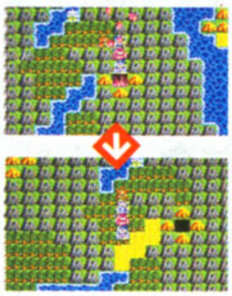
Sail through the channel to the Shrine Jail. Talk to all objects until you encounter the Spirit of Simon. The Spirit will tell you where to look to find the Sword of Gaia. You must have the sword to continue your quest, so keep trying until you find it.



'I am the spirit of Simon. Investigate the area near my corpse.'

THE BRIDGE TO NECROGOND

When you reach the Volcano, face it and Use the Sword of Gaia. The angry mountain will boil and bubble and begin to spew lava, which forms a molten bridge leading to Necrogond. When the lava solidifies, cross the bridge to the Cave of Necrogond. The Cave is filled with hideous monsters, but at its end is the Shrine that houses the Silver Orb.

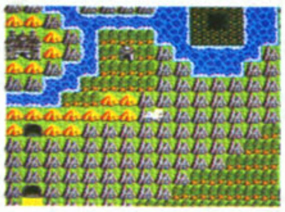

This wicked-looking Volcano is the one Ortega fell into after a fierce fight many years ago.

COLLECT VALUABLES IN THE CAVE

The Treasure Chests in the third basement hold two very valuable items. The Lightning Sword, which has the same effect as the Boom Spell, is in one. In another is the Swordedge Armor, which deflects damage aimed at you back to its sender.

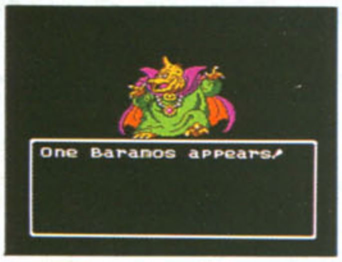
RAMIA IS BORN

The Silver Orb completes your collection. Return to Liamland and the Chamber of the Egg. Place an Orb in each of the six pedestals, then wait. The legendary Ramia will appear before you. Ramia is your transportation to the Castle of Baramos.


Flying with Ramia is not only fun, it's also hassle free. You won't encounter any enemies in the air.

ARCHFIEND BARAMOS

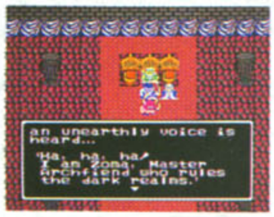
The journey through the Castle of Baramos is treacherous and confusing. Find the Demon Axe along the way and Equip your soldier with it immediately. When you face Baramos, let your Hero and Soldier fight and use your other men to back them up with Spells.


One Baramos appears!

Bad-Boy Baramos attacks several times each turn, and his Spells are the strongest you've ever seen. Good luck!

FINALLY, PEACE REIGNS . . . OR DOES IT?

You've done it. After many years of Baramos' tyranny, peace reigns supreme. You can now return to Aliahan victorious and receive thanks from a grateful King and accolades from peace-loving people. But as you describe your horrific battle to the King, a mysterious but somehow familiar voice interrupts . . .


an unearthly voice is heard...
'Ha, ha, ha!
I am Zoma, Master Archfiend who rules the dark realms.'

Your quest is not complete, after all. Someone—or thing—worse than Baramos awaits!

TIPS FOR GAINING EXPERIENCE

#1

Metal Babbles yield the most experience points, but they try to run away before they're all beaten. If you have the Mage, use the Spell of BeDragon. If they don't flee after the first turn, you'll be able to beat them on the second.

#2

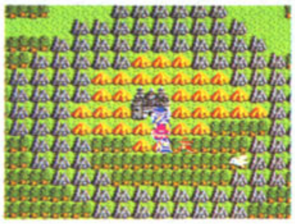
When Goopi is left to fight alone, he calls for reinforcements. Instead of leaving him for last, defeat most, but not all, of his friends. Knock Goopi off, then finish the rest of his cohorts. It's a great way to gather experience points.

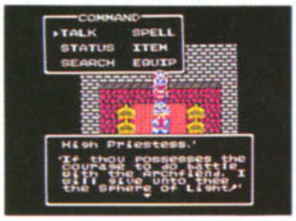
#3

Use the Golden Claw or the Silver Harp to bring the enemies out of hiding. If you have the Claw, you will meet enemies with every step you take until you Discard it. The melodious sound of the Harp lures enemies out when you Use it.

SPHERE OF LIGHT

To get the Sphere of Light, you must return to the Overworld. Fly on Ramia to the Dragon Queen's Castle, which is blocked by mountains. You may have seen it earlier, but you couldn't reach it without Ramia. Go to her chamber and talk to her. She will grant your request for the Sphere of Light, the most important item in the game.





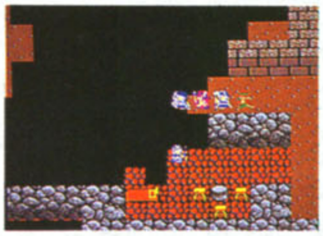
High Priestess.'

'If thou possesses the courage to do battle with the Archfiend, I will give unto thee the Sphere of Light.'

The Dragon Queen makes a great sacrifice by giving you the Sphere.

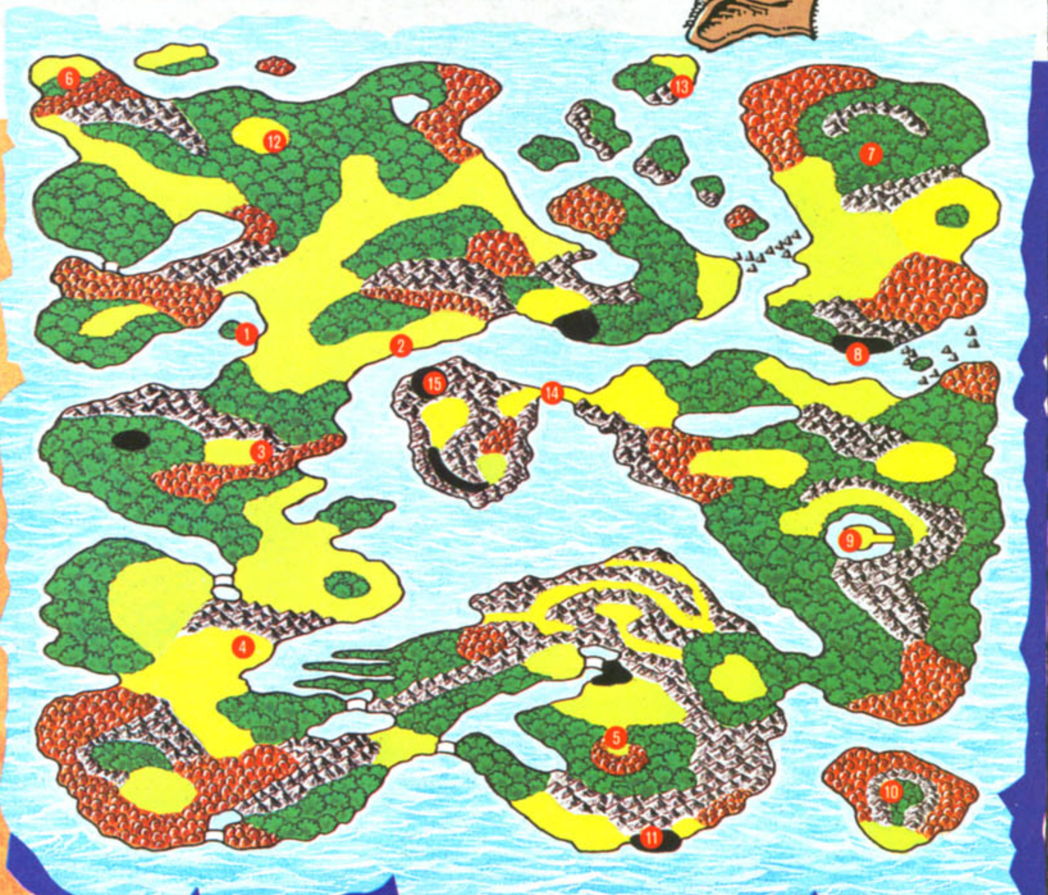
ENTER ANOTHER WORLD

To find the Master Archfiend, Zoma, you have to travel to his territory, a fearful, dark place. You may have to search all over the world to find its entrance. It is on an island that was previously empty, except for a strange looking pit. When you return, you will see a black pit.



The Great Pit of Giaga is now a suspicious dark hole.

WORLD OF DARKNESS



If you've played Dragon Warrior and Dragon Warrior II, you'll be familiar with this dark new world.

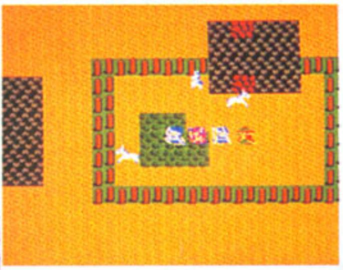
- ❶ Port Town
- ❷ Tantgel
- ❸ The Cave Southwest of Tantegel
- ❹ The Town of Hauksness
- ❺ The Town of Cantlin
- ❻ Garinham
- ❼ The Village of Kol
- ❽ The Cave South of Kol
- ❾ The Town of Rimuldar
- ❿ The Shrine of Holy
- ⓫ The Shrine of the Poison Swamp
- ⓬ The Cave Northwest of Tantegel
- ⓭ The Tower West of Kol
- ⓮ Rainbow Bridge
- ⓯ The Castle of Zoma

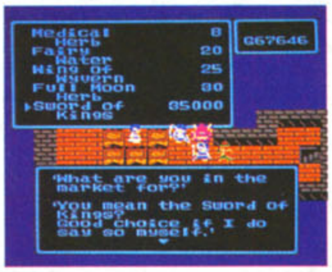
ALEFGARD: ANOTHER WORLD

It looks like Alefgard, but is it? You'll find out as you search for the three items that you must have before you challenge Zoma.

THE SWORD OF KINGS

The mighty Sword of Kings, which was made of Oricon, was shattered into tiny bits by the Archfiend. You will need the power of such a sword when you fight him. Find the horse east of Hauksness and search the area around it to find Oricon. Return to the Village of Kol and visit the shopkeeper, who was once a master swordsmith. Give him the Oricon and 22,500 pieces of gold, then leave. When you return, the Sword of Kings will be listed among the items for sale.





Medical Herb	8
Fairy Water	20
Wing of Wyvern	25
Full Moon Herb	30
▸Sword of Kings	35000

G67646

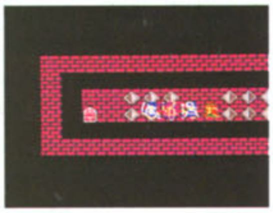
'What are you in the market for?'

'You mean the Sword of Kings? Good choice if I do say so myself.'

THE SHIELD OF HEROES

Another vital item is the Shield of Heroes, which is hidden in a cave northwest of Tantegel. The cave is small and it looks simple. You will soon find, though, that even small caves are tough without magic! Look for the Shield in the third basement.

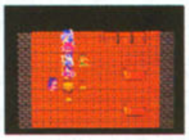
THE ARMOR OF RADIANCE

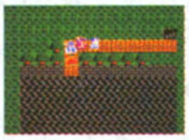


The Armor is the most difficult of the three items to acquire, so look for it last. It is somewhere within the Tower West of Kol, and reaching it is no cake walk. Instead, you'll find yourself walking on moving floors and evading numerous traps.

TREASURE HUNTING

As they were in the Overworld, important items are scattered around in most of the areas you visit. Be sure to Talk to everyone, Search everywhere and pick up everything you find.



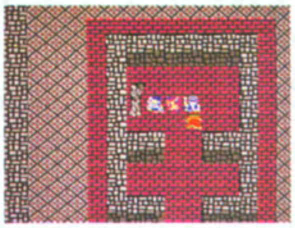


In Garinham, there is a house that has a false wall, just as it had in Dragon Warrior. Push through the north wall to find the Silver Harp.

The Ring of Life from the Treasure Chest in Rimuldar's Inn restores HP with every step.

RESCUE RUBISS

Rubiss stands in stony silence on the 5th Floor of the Tower West of Kol, but it seems that you can climb no higher than the 3rd Floor. Exit through the north opening. You'll end up on the ground floor before a stairway to the 5th Floor.



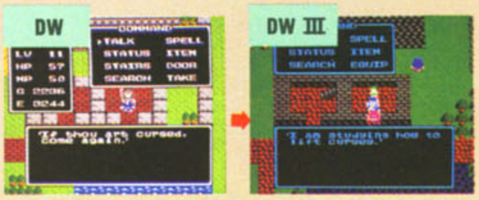
Free Rubiss' spirit by Using the Flute in front of her. The grateful spirit will reward you with the Sacred Amulet.

FIND THE FAIRY FLUTE

If you've finished Dragon Warrior, you know where to find the Fairy Flute. Search for it four steps south of the fountain in the Village of Kol. Use it to free Rubiss.

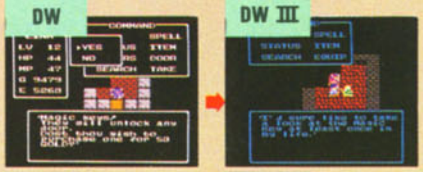
WHAT'S DIFFERENT ABOUT THIS DAY'S ALEFGARD?

The characters you meet in Alefgard this time are the ancestors of those you met in Dragon Warrior (DW), so this day's child might be Dragon Warrior's adult. How does that change things?

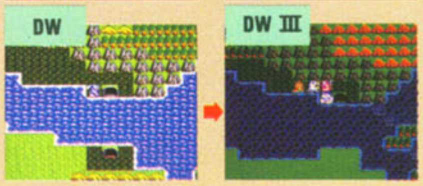


'If thou art cursed, come again.'

In DW, the Priest in Tantegel breaks a critical curse. In DW III, he's a young child just learning about spells.



Rimuldar's Keyshop Master sells the Magic Key in DW, but in DW III, he's just thinking about building a Keyshop.



In DW, you found a secret tunnel under the channel. In DW III, the tunnel isn't finished yet.

BUILD THE RAINBOW BRIDGE

You no longer have Ramia to take you to Zoma's remote castle, so you'll have to build a bridge in order to reach it. In this case, you're building a Rainbow Bridge with the Rainbow Drop, which has three important ingredients: the Stones of Sunlight, the Staff of Rain, and the Sacred Amulet.

STONES OF SUNLIGHT

This time, the Stones are inside Tantegel Castle. Use the hidden Stairs in the kitchen.

+

STAFF OF RAIN

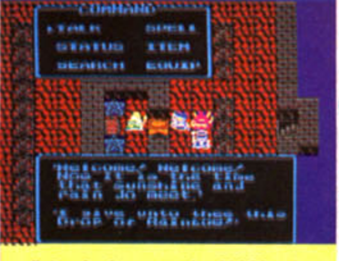
The spirit in the Shrine of the Poison Swamp near Cantlin will give you the Staff of Rain.

WITH

THE SACRED AMULET

When you free the Spirit of Rubiss, she gives you the Sacred Amulet.

RAINBOW DROP



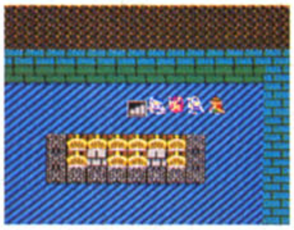
Take the items to the Old Man in the Shrine South of Rimuldar to get the Rainbow Drop.

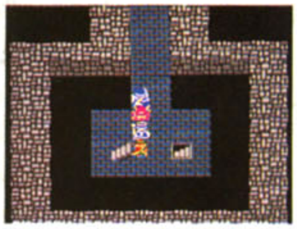
IT'S TIME TO TACKLE THE MASTER ARCHFIEND, ZOMA

Use the Rainbow Drop in a spot northwest of Rimuldar, but first, fill your HP and MP to the max. Don't expect to get all of the way through the Castle in one trip! It is a very long journey with many confusing twists and turns. Save your MP as long as possible, and Use the Sage's Stone when necessary if you have it. Return to Rimuldar to replenish HP and MP when they run low. You'll need strength when you meet Zoma!

FIND THE HIDDEN STAIRWAY

There is only one path to the basements below, and its opening is hidden behind the King's throne. Walk behind the throne and Search carefully. Take a deep breath and steady your nerves–you are embarking on the most dangerous journey yet!





UP AND DOWN, ROUND AND ROUND

The 3rd Basement is a nightmare. The rotating floors seem impossible! Watch for a pattern in the way the floors rotate, and change the direction to suit your needs by pressing the Control Pad arrows. Press up on the Control Pad from the place shown on the photo, then you'll reach stairs to the next floor.

IT'S ORTEGA!

In the 5th Basement, you come upon someone fighting a monster. It's Ortega! He fights valiantly but, alas, loses. At last, you know what his unfortunate fate is.

ZOMA: THE ULTIMATE CHALLENGE

In the 6th Basement stands Zoma, flanked by three bodyguards, King Hyra, Baramos Bomus and Baramos Gomus. It's wise to put Zoma to sleep and get rid of his henchmen before taking him on. When it's down to you and Zoma, begin by using the Sphere of Light, which reduces his HP by one half. You will find that attack spells are wasted on him, but healing spells actually damage him. Use healing spells on yourself to keep your energy up, and fight for the ultimate victory!

KING HYDRA

BARAMOS GONUS

BARAMOS GONUS

One Zoma appears!

The thankful King bestows your new name, Erdrick, and declares you a legend never to be forgotten.

999998
9999999

NES ACHIEVERS

Here they are! Hot scores from our hottest players. If you'd like to see your name next to other Power Players, send your accomplishment to us. You could be the next NES Achiever.

■DÉJÀ VU

Ken Decker ▶	East Peoria, IL ▶	Finished
Jeannine Leonick ▶	Bayside, NY ▶	Finished
Jimmy Crowley ▶	Millville, NJ ▶	Finished
Josh Thurston ▶	East Peoria, IL ▶	Finished
Tyler Routt ▶	Elk Grove, CA ▶	Finished
John Dumas ▶	Purcell, OK ▶	Finished
Brett Robinson ▶	Laplata, MD ▶	Finished
Ryan King ▶	Round Rock, TX ▶	Finished
Eric Gillan ▶	Vandalia, IL ▶	Finished
Jerry Hooper ▶	Canton, MO ▶	Finished
David Martz ▶	Perkiomenville, PA ▶	Finished

■DIGGER T. ROCK

John Swoffer ▶	Ypsilanti, MI ▶	Finished

■DOUBLE DRAGON III

Japhet Erum ▶	Seattle, WA ▶	Finished
Eric Berdes ▶	Pittsburgh, PA ▶	Finished
Willard & Danny Cook ▶	Wind Gap, PA ▶	Finished
Jeff Benson ▶	Cedar Hill, TX ▶	Finished
Daniel Huffman ▶	Melmore, OH ▶	Finished
Raymond O'Brien ▶	Jersey City, NJ ▶	Finished
Mike McReynolds ▶	Aurora, IL ▶	Finished
Jay Geary & Tom Hartwick ▶	Broken Arrow, OK ▶	Finished
Danny Guislain ▶	Leominster, MA ▶	Finished
Richie Chambers ▶	Rossville, GA ▶	Finished

■DRAGON WARRIOR II

Andy Parmeter ▶	Willits, CA ▶	Finished
John Wade ▶	Greensboro, NC ▶	Finished
Adam Graff ▶	Pasadena, CA ▶	Finished
Shawn Stonestrom ▶	Richfield, MN ▶	Finished
Mabel Rogers ▶	Berlin, MD ▶	Finished
Cherisse Ackerman ▶	Sarasota, FL ▶	Finished
Michael Sandberg ▶	Osh Kosh, WI ▶	Finished
Michael Panetta ▶	Phoenixville, PA ▶	Finished
Patricia and Gene Leight ▶	Saint Cloud, FL ▶	Finished

■DR. MARIO

Justin Schafer ▶	Rocky River, OH ▶	570,600
Ryan Wickstrand ▶	Meriden, CT ▶	226,800
Anita Goldberg ▶	Centerburg, OH ▶	213,200
Meaghann Hughes ▶	Bakersfield, CA ▶	194,800
Jason Murray ▶	Corning, AR ▶	138,200
Matt Pilkey ▶	Berea, OH ▶	123,000

■FINAL FANTASY LEGEND (GAME BOY)

Greg Sadowski ▶	Rochester Hills, MI ▶	Finished
Matthew Warren ▶	Nashville, TN ▶	Finished
Kelsy Schmidt ▶	Madison, WI ▶	Finished
Kristopher Grant ▶	Fruitport, MI ▶	Finished

■G.I. JOE

Lawrence Sadaka ▶	New York, NY ▶	Finished
Tim Siemplinski ▶	Broadview, IL ▶	Finished
James Shew & Cameron Gandevia ▶	Surrey, BC ▶	Finished

■THE IMMORTAL

Bronson Shelton ▶	Pearl City, HI ▶	Finished
Owen Ryan ▶	South Amboy, NJ ▶	Finished
Brooken Smith ▶	Louisville, KY ▶	Finished
Samuel Lee ▶	San Dimas, CA ▶	Finished
Ryan Haines ▶	San Springs, OK ▶	Finished

■KABUKI QUANTUM FIGHTER

Shane Smith ▶	Brookings, SD ▶	Finished
Terry Airhart ▶	Houma, LA ▶	Finished

■KICKLE CUBICLE

Mike Lesniak & Jamie Walsh ▶	Redford, MI ▶	Finished

MAGICIAN

Ed Greenwald	Lancaster, PA	Finished

METAL STORM

Tommy Fisher	Fort Lauderdale, FL	Finished
Chris Hancock	Fancy Cup, VA	Finished

MISSION: IMPOSSIBLE

David Parsons	Houston, TX	Finished

NARC

Patrick Snider	Levering, MI	4,951,100
Paul Keefe	Mankato, MN	3,209,000
Jed Brawley	San Ramon, CA	3,188,350
Gregory Anderson	Arlington Heights, IL	2,391,030
Mikey & Derek Mereszaki	Leamington, ON	2,317,300
Cris Brown	Kimball, NE	2,234,700
Aaron Schoenk	Catasauqua, PA	2,185,200
Benny Easton	Bonita, CA	2,032,550
Gerry Vossekuil	Twin Lake, MI	1,936,000
Robert Dorneman	Hazleton, PA	1,765,800
Mike Zaura	Westchester, IL	1,580,400

NEMESIS (GAME BOY)

Ross Staadecker	Hudson, OH	487,700
Matt Claus	San Jose, CA	184,600

PALAMEDES

Aaron Paul	North York, ON	105,000

PENGUIN WARS (GAME BOY)

Kevin Grabenstatter	Buffalo, NY	433,200

PINBOT

Ron Peters	Windsor, ON	99,999,999
Eric Jubin	Akron, OH	99,999,999
Phil Leslie	Willoughby, OH	99,999,999
Stan Stawski	Mount Clemens, MI	29,569,860
Robert Cox	Springfield, MO	27,207,820
Mike Runde	Pompano Beach, FL	26,981,900
Jamie Scoppe	Flemington, NJ	26,038,940
Shawn Provencal	Ware, MA	25,139,460
William Gay	Brockton, MA	24,105,810
Herbie Morris Jr.	Okinawa, JAPAN	22,749,730

PIPE DREAM

Jan Benson	Boise, ID	1,543,400
Stephen Brockman	Chicago, IL	1,329,400
Carol Hausler	Royal Oak, MI	1,157,300
Shelley Kamen	Framingham, MA	617,900

QIX (GAME BOY)

Laurie Liley Vandervort	Torrance, CA	644,184

THE SIMPSONS: BART VS. THE SPACE MUTANTS

Jon Romashko	Roselle, IL	Finished
Ted Santos	Kirkland, WA	Finished
Vince Capocci	Canton, OH	Finished
Joshua Butler	Quartz Hill, CA	Finished
Moekid Anderson	Chicago, IL	Finished
Jamie McLain	Gladehill, VA	Finished
Christian Smentek	Chicago, IL	Finished
Shaun Johnson	Gallatin, TN	Finished

STARTROPICS

Mike Kling	Maple Ridge, BC	Finished
Jeff Koecher & Brian Garrett	Plantation, FL	Finished
Rob & Matt Parkins	Ansonia, CT	Finished
Ray & Kirk Atkins	Houston, TX	Finished
Christine Wilhelm	Lincoln, NE	Finished
Ron Darschewski	Glendale, IL	Finished
David Van Wyk	Ashburn, GA	Finished
Debra Gammon	Reidsville, NC	Finished
Heather Bournival	Pearcy, AR	Finished
George Wooten Jr.	Nashville, TN	Finished
Gerry & Joachim Castellano	Roselle, NJ	Finished

TETRIS

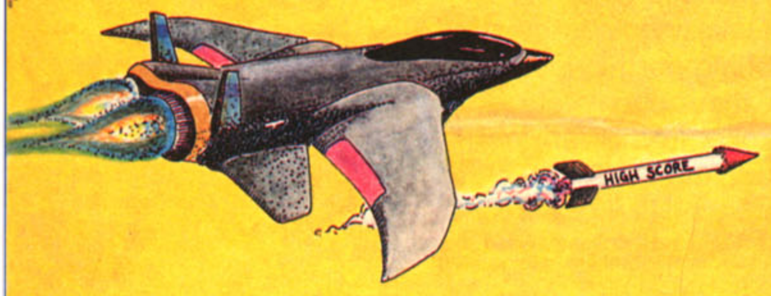
Richie Laskarrs	Toronto, ON	731,598
Rebecca Lipka	Wilmington, NC	675,320
David Lopez	Union City, NJ	615,235
Christian Dubla	Maspeth, NY	606,757
Jacky Webb	Lebanon, TN	598,691
Lisa Cunningham	Mifflintown, PA	500,567
Mike Atherton	Rice Lake, WI	491,856
Lee Foltz	Waterford, MI	484,113
Orlando Tejada	Islip, NY	474,918
Mike Sulis	Champaign, IL	432,406

ULTIMA: QUEST OF THE AVATAR

Richard Newman	South Chicago Heights, IL	Finished
Barry Jordan	Searcy, AR	Finished
David Lyons	Enterprise, AL	Finished
Chris LaRay	Livermore, CA	Finished
Marilyn & Leich Traver	Palm Harbor, FL	Finished

ARE YOUR HIGH SCORES EXPLOSIVE?

When your high score blows away the competition, be sure to record it on film and send it to NES Achievers. If your is one of the highest we receive, or if you're one of the first to finish a game, your name might be listed in a future issue. When you take a picture of your television or Game Boy screen, hold your camera steady and use only natural light. For best results, use a 35mm camera without a flash. Take a few shots and send in the best one!



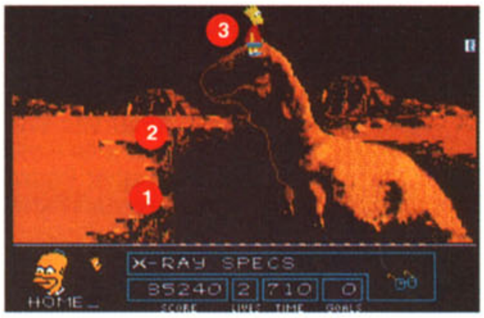
NINTENDO POWER
NES ACHIEVERS
P.O. Box 97033
REDMOND, WA
98073-9733

COUNSELORS' CORNER!

THE SIMPSONS: BART VS. THE SPACE MUTANTS

HOW DO I DEFEAT THE DINOSAUR IN LEVEL 4?

After carefully leaping across the bony remains in the tar pit, you'll come to the Dinosaur in a canyon. You can jump up on the edges of the canyon in two hops. From there, a third hop will take you to the top of the Dinosaur's head. Bounce on his head, then jump down to the second ledge. Repeat this jump from head to ledge three times to defeat T-Rex and move on when the beast moves and the screen scrolls. That sounds easy, but the monster is attacking you with shots the entire time. Not only do you have to bounce on his head and then down to the ledge, you've got to do it while dodging the shots. When you bounce on his head, make sure you hear the sound of completion. Like most of the tough spots in this game, the actual movements will take some practice.

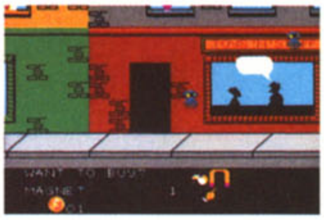


Jump from the edge of the canyon to the ledge marked 1, then to 2 and 3. Bounce on the head then back down to the second ledge three times.

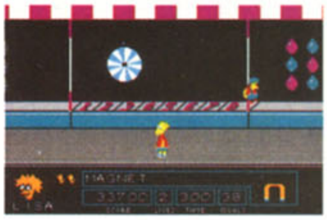
THE SIMPSONS: BART VS. THE SPACE MUTANTS

IS THERE A WAY TO WIN THE NUMBER GAME IN LEVEL 3?

The wheel spins and nobody knows where it will stop. That is unless you have a way to stop the wheel. In the first level you can get a magnate from the man in the shop. With the magnate you will always win the number game and earn four balloons. Yeah, you might say this is cheating, but who cares, dude.



Bart needs to get the magnate from this shop in the first level.

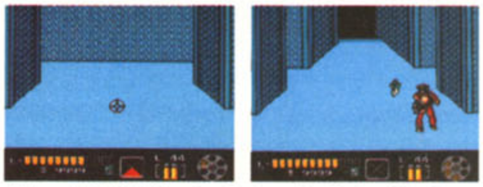


Then the Number Game in Level 3 is a sure thing!

THE LONE RANGER

HOW DO I GET THE INVISIBLE ATTACKERS IN 3D MODE?

In the 3D mode of The Lone Ranger there may be times when it seems as if you are being blown away by invisible bandits. Actually you are under attack from behind or from the sides. The directional indicator at the bottom of the screen flashes red when an enemy attacks. Quickly note if the red arrow is flashing north, west, south or east, then push your directional controller in the same direction indicated and the A Button at the same time. Now draw!



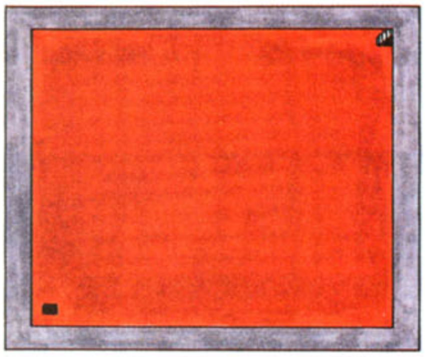
The red light indicates that you're in trouble. Turn quickly and fire!

DRAGON WARRIOR II

HOW DO I GET THROUGH THE CAVES TO RHONE?

The passage through the tunnels to the top of the Rhone Plateau is one of the most challenging areas of Dragon Warrior II. It is here that you find the Sword of Thunder, and along with it are minions of monsters trying to keep you from using it. You'll also find pitfalls and endless hallways that loop on themselves. Even the strongest warrior won't last long if he doesn't find the correct path quickly. The maps shown here will give you the edge to steal through the catacombs and reach Hargon's Castle in Rhone.

LEVEL 4



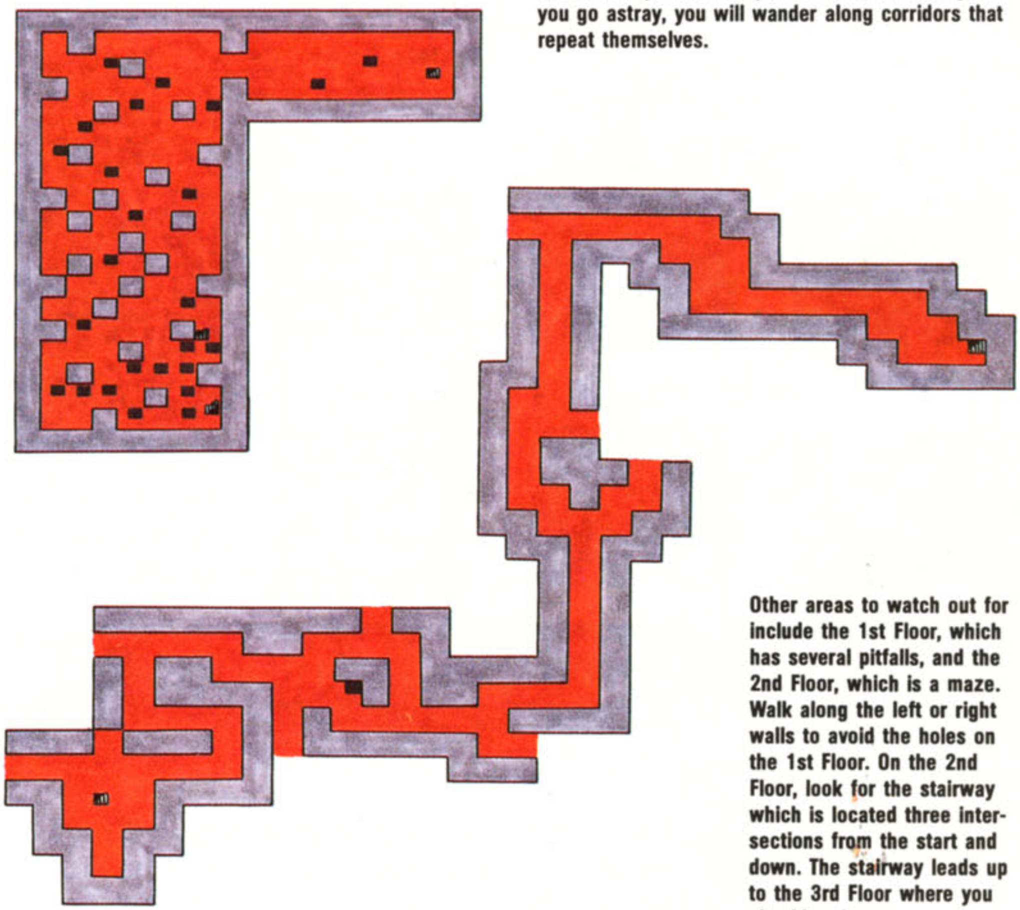
The huge chamber of Level 4 is filled with enemies. Every step will result in combat unless you sneak into the cave when your levels are fairly low–below 20. Of course, at that level any monster you meet might be the last one you meet. After grabbing the Sword, head to the upper righthand corner to escape.

LEVEL 5

Level 5 of the caves is pocked with pitfalls. In the game you can't see the holes, but this map shows where it's safe to walk. If you haven't yet found the Sword of Thunder, however, jump down one of the holes.

LEVEL 6

The long and winding road through Level 6 has a number of tricks in store. There is one pitfall and numerous places for a wrong turn. If you stay on the central path shown you will make it through. If you go astray, you will wander along corridors that repeat themselves.



Other areas to watch out for include the 1st Floor, which has several pitfalls, and the 2nd Floor, which is a maze. Walk along the left or right walls to avoid the holes on the 1st Floor. On the 2nd Floor, look for the stairway which is located three intersections from the start and down. The stairway leads up to the 3rd Floor where you should make a map.

GAME PLAY COUNSELOR PROFILES

Shelley Coillot

Became GPC: March, 1990
Hobbies: Golf, Video Games
Best Accomplishment: Finished Air Fortress in 1 hour!
Favorite Game: Destiny of an Emperor

Llywelyn Graeme

Became GPC: March, 1990
Hobbies: Aardvarks and computers
Best Accomplishment: Finished Nobunaga's Ambition!
Favorite Game: Final Fantasy Legend

Jason Gamage

Became GPC: March, 1990
Hobbies: No Mercy Football, Gorilla Basketball, Full Combat Baseball and ballet
Best Accomplishment: Finished Street Fighter 2010 with one man!
Favorite Game: Heavy Shreddin' and Friday the 13th, because his name is Jason.

Jane Hacker

Became GPC: March, 1990
Hobbies: Music, Karate, Skiing
Best Accomplishment: Beat Strider in 45 minutes!
Favorite Game: Zelda II: The Adventure of Link

ULTIMA: QUEST OF THE AVATAR

WHERE DO I FIND THE STONES?

There are eight Stones that must be retrieved from the dungeons of Britannia in order to obtain the three keys. Most of the Stones are easy to find if you follow a few tips. First off, you can reach six of the eight Stones through the Altar Rooms in Level 8 of Hythloth. This is a lot easier than sailing all over the world. Once you're inside the dungeon, looking for the Stone, use your Gem Map to scan the surroundings. If you see the Stone Room icon, look for obvious passages to it. If there is no easy passage, look at the walls. Four dark dots will indicate hidden passages through the walls that might be critical. In some other dungeons you'll only be able to reach the Stone Room after taking a series of stairs. Once you've collected the Stones, use them in the appropriate Altar locations of Truth, Love and Courage. Now your quest is nearing its ultimate destiny.

DUNGEON OF DECEIT

DUNGEON OF WRONG

DUNGEON OF DASTARD

DUNGEON OF COVETOUS

DUNGEON OF SHAME

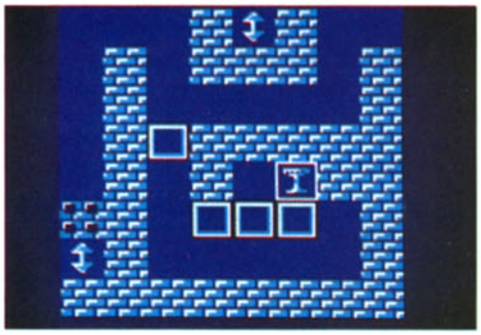
Before you enter into the Stone Rooms you'll meet guardians. They will ask you questions. Answer Yes. Some may require other proofs. Be sure to gather all the Stones!

ULTIMA: QUEST OF THE AVATAR

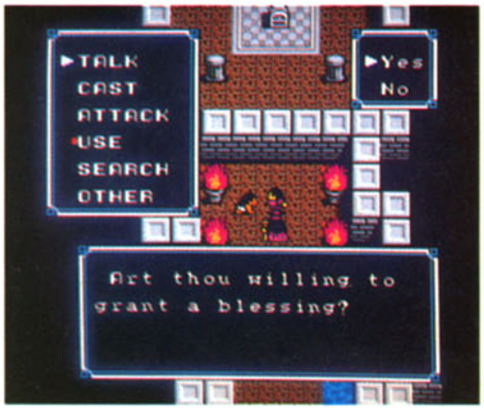
HOW DO I REACH INACCESSIBLE STONES?

THE YELLOW STONE

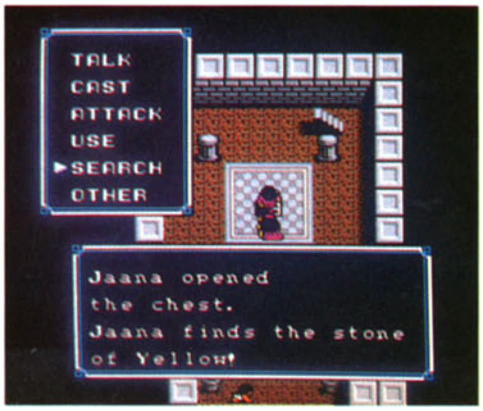
The Yellow Stone of Compassion in the Dungeon of Despise, Level 5, is the trickiest of the Stones to obtain. From Level 1 take stairway A (marked on the game map), then take stairway B on Level 2 and stairway F on Level 3. From there head due south to the Star Room, find the trigger, exit to the east, then go south once and east to stairway C on Level 4. On Level 5, head north through a wall (pushing twice to make sure you stepped through) and then follow the passage west, south, west, south and through the Star Room. Using your Gem Map, you'll see the Stone Room in the center. Take the second Star Room where you'll enter combat. After defeating the foes, step to the dark spot on the right wall to trigger a bridge. Now go north and east to the Stone Room. Whew!



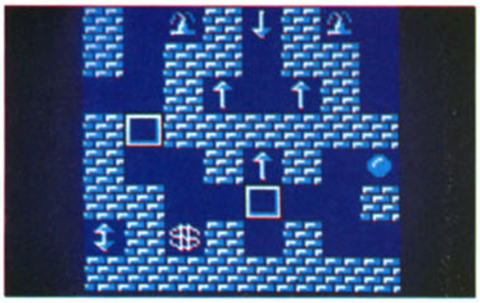
Check the Gem Map of Level 5 to see where the Stone Room is located. You'll have to circle around to the Star Rooms below the Stone Room.



Art thou willing to grant a blessing?



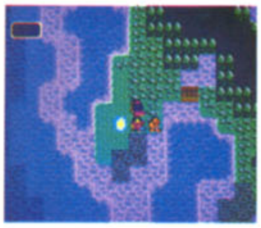
Jaana opened the chest.
Jaana finds the stone of Yellow!



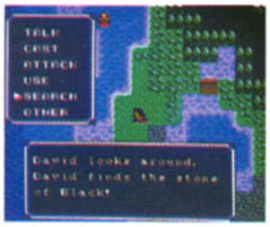
The Gem Map shows a wealth of information. You are at the center. The symbols indicate both good and bad parts of the dungeon.

THE BLACK & WHITE STONES

The Black and White Stones are a different matter. To obtain the Black Stone of Humility you'll have to pass through the Moongate at Moonglow. The trick is for the two moons to reach the new moon (or totally black) phase. While waiting for the conjunction, you can stand atop the town where you won't be attacked. Stand on the peninsula as shown in the photo and as soon as the Moongate appears, step into it. The White Stone requires the use of the balloon (found outside the Dungeon of Hythloth.) Sail the craft to the mountains northwest of Britannia Castle (or northeast of the entrance to the Dungeon of Shame) and look for the tunnel opening. Step inside and grab the White Stone of Spirituality.

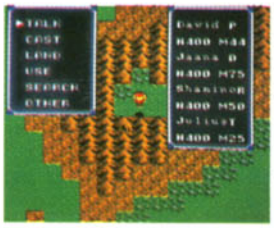


The Moongate appears near the small village. Watch the changing phases for the new moons. If you miss the Moongate, wait for the cycle to repeat.



David looks around.
David finds the stone of Black!

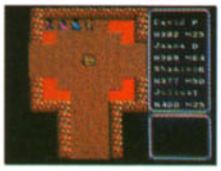
Sailing on the world's winds in the balloon is the only way to reach the cave where the White Stone is kept. When you see the cave, set down.



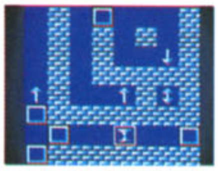
Enter the White Stone Cave for the Stone of Spirituality. Luckily, there is no great maze or mystery here. Just get the goods.

THE GREEN & RED STONES

In Level 8 of the Dungeon of Wrong use Dispel in the top left Star Room to quench the fire. On the upper left side of that room you'll find a trigger switch to help you move on to find the Green Stone of Justice.



To The Green Stone of Justice



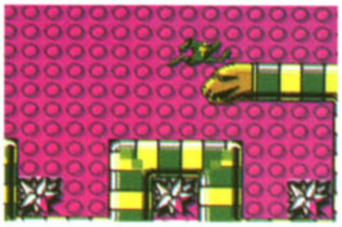
To The Red Stone of Valor

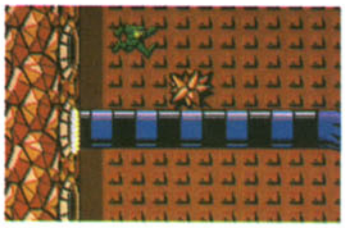
The Red Stone of Valor is on Level 8 in the Dungeon of Dastard, but reaching it is tricky. Using the game map, go from stairway N on Level 8 to stairway I on Level 7 and then to stairway M in Level 6.

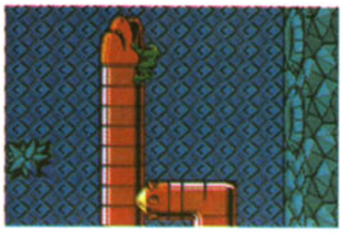
BATTLETOADS

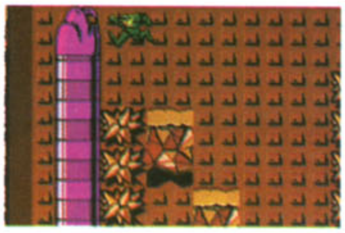
HOW DO I GET PAST THE SNAKES?

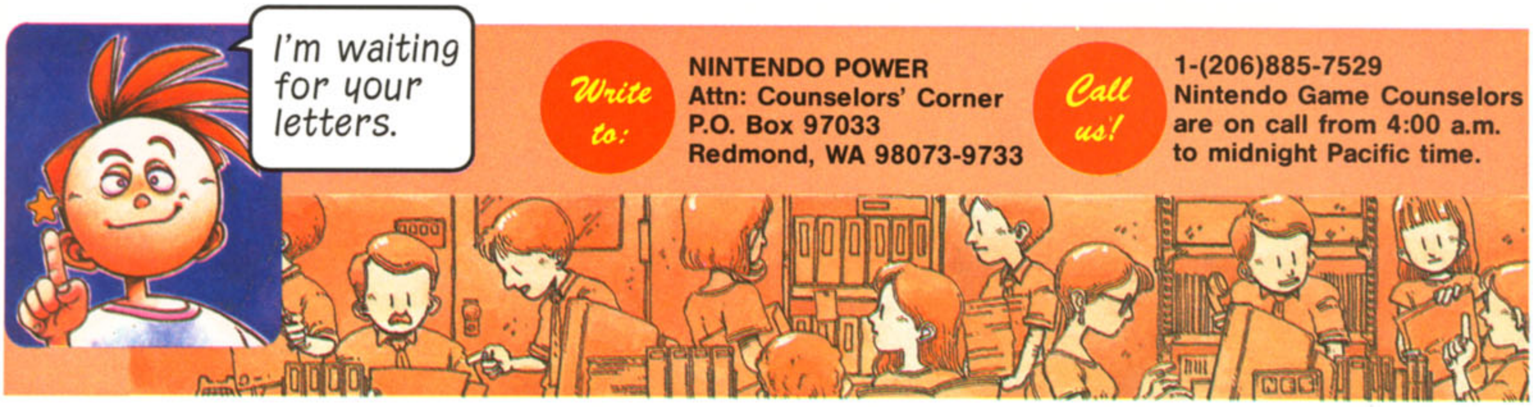
In Karnath's Lair, the Battletoads run smack into the Snake Pit where huge serpents squirm through holes and make right-angle turns. The trick of riding these big boas is to watch out for obstacles and jump over them, and to time your leap onto the next snake as it appears from its hole. Some of these serpents move like the wind, so practice makes perfect.










I'm waiting for your letters.

Write to:

NINTENDO POWER
Attn: Counselors' Corner
P.O. Box 97033
Redmond, WA 98073-9733

Call us!

1-(206)885-7529
Nintendo Game Counselors are on call from 4:00 a.m. to midnight Pacific time.

DARKMAN™

THE STORY BEGINS...

Dr. Peyton Westlake's biochemical research on artificial skin tissue would have improved the lives of many burn victims. Peyton, however, caught the attention of the wrong people. While working in his lab late at night, underworld thugs stormed his house in search of a confidential memo. They didn't intend to leave witnesses. After a terrible beating, Peyton was caught in an explosion that destroyed most of his lab. He survived but was horribly disfigured. Special treatment at a nearby hospital not only changed his appearance, but also gave him super-human strength. The new Peyton, alias Darkman, escaped the hospital to hunt for his attackers and have his revenge.

GAME PAK · DATA BOX

DARKMAN

OCEAN

MEMORY	1M×1M	
	MMC1	––

POWER METER	
Graphics & Sound	3.3
Play Control	2.2
Challenge & Interest	3.0
Theme & Fun	2.5

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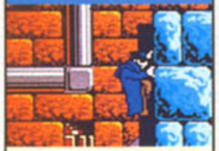
THE MANY FACES OF DARKMAN

With his synthetic skin, Peyton can take on the identities of his underworld enemies and turn their lives upside down as they did his. But, Peyton had no time to perfect the skin. It disintegrates after 99 minutes in the light. He'll have to work quickly.

PEYTON

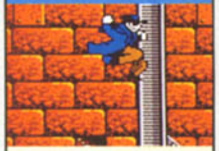
Darkman's physical abilities were greatly enhanced through surgery.

SCALE WALLS



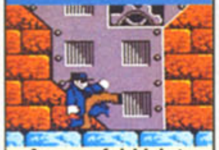
Your improved dexterity allows you to climb any barrier.

LONG JUMPS



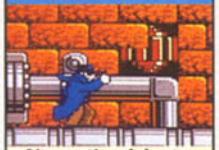
With adrenaline, pumping long jumps are easy.

LOW KICK

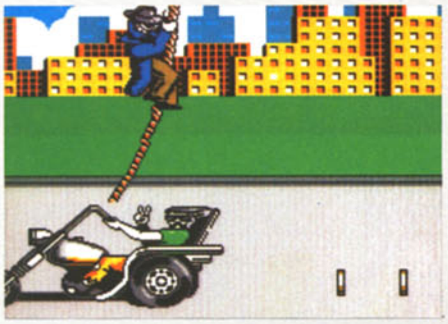


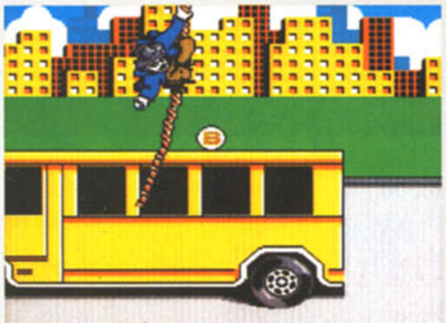
A powerful kick to the body helps to eliminate most thugs.

UPPER CUT



Alternating jabs to the face do their share of damage, too.

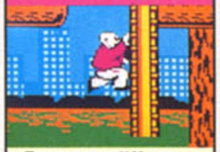




PAULY

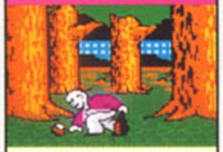
Posing as this brawny bruiser, you must make your way through Central Park.

CLIMB LADDERS



To get to different levels, Pauly must climb to new heights.

PICK UP STONES

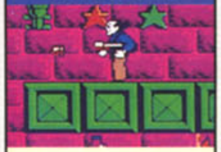


Even the stones are weapons for Pauly. Use them wisely.

SKIP

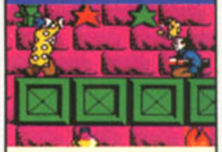
As the Skip imposter, you must find the real Skip somewhere in the Funhouse.

HEAVY BARREL



Use this piece of hardware to neutralize the opposition.

KNEEL

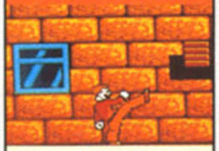


These pies are potent! Kneel to avoid this clown's present.

SMILEY

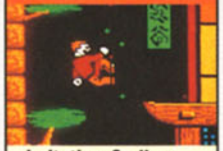
Your look-alike waits for you somewhere on the streets of Chinatown.

KUNG-FU KICK



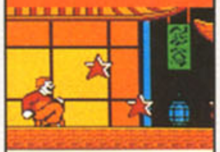
A good hard kick to the upper body will help against ninja.

SOMERSAULT



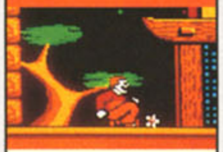
Imitating Smiley, your jumps have a Kung-Fu flavor to them.

KNEEL



Avoid the stars tossed at you by the ninja from all sides.

USE THROWING STARS

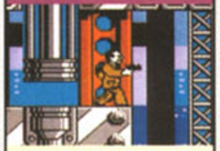


Thrown from a distance, stars help you avoid fights.

DURANT

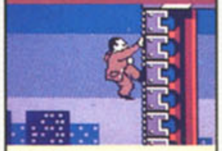
You can soon taste victory. Scale one last building to battle with DURANT.

LOAD YOUR PISTOL



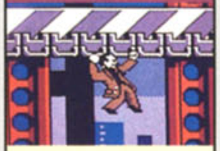
Use your handgun to eliminate your enemies.

CLIMB UP WALLS



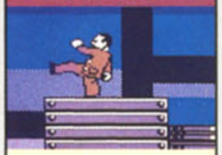
Wait for your enemies to turn away as you hang around.

ATTACK FROM ABOVE



Choose the right time and attack from above.

FACE TO FACE



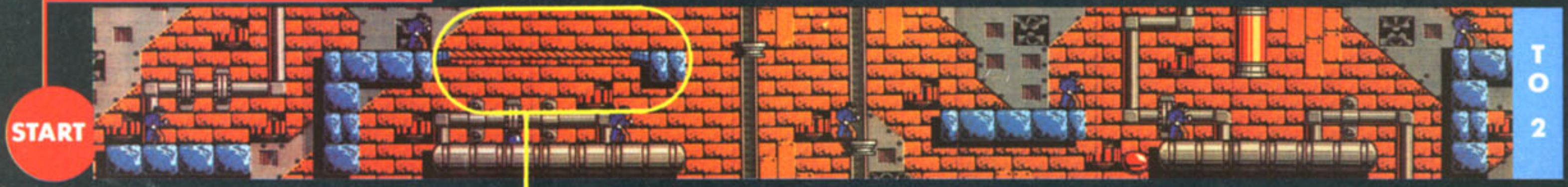
Utilize all the skills you've learned as you duel Durant.

WAREHOUSE

Gathering what he could salvage from his lab, Peyton escaped to a Warehouse where he could plan his revenge. Now, as Durant's men surround the building, Darkman must fight to make his escape.

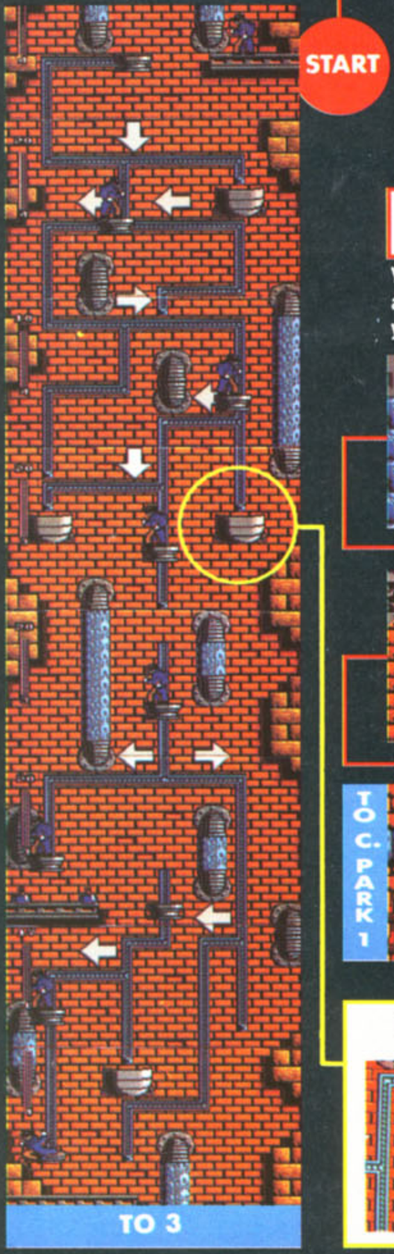
WAREHOUSE 1

Learn to use your new abilities. Jump, climb and test your balance.



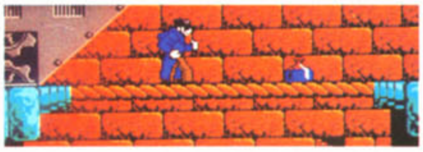
WAREHOUSE 2

Review your map and follow the arrows that lead Darkman through this maze of moving platforms.



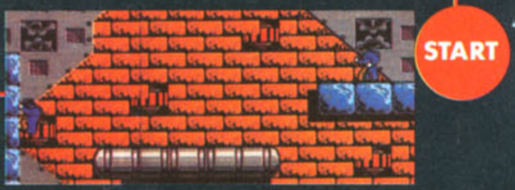
TIGHTROPE TEST

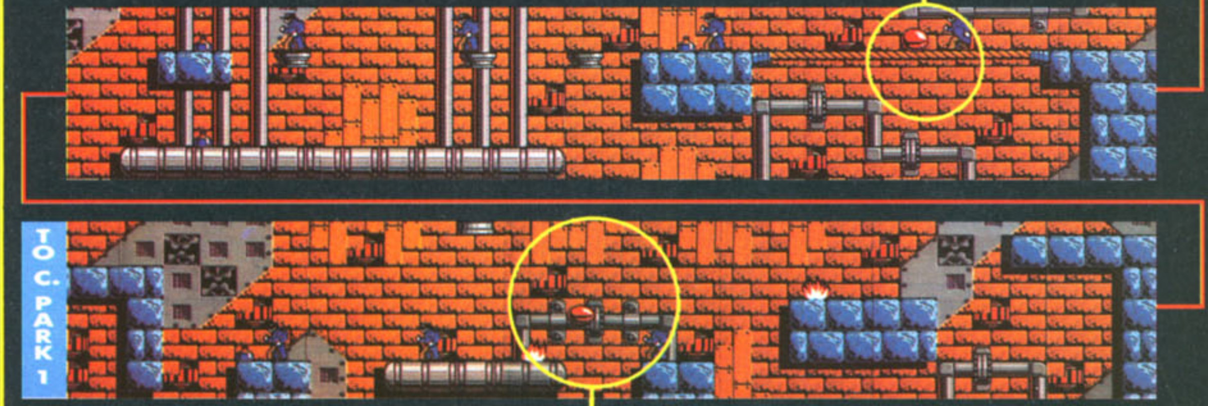
Keep the meter towards the center by pressing the left button if the indicator is toward the right and the right button if the indicator is on the left.



WAREHOUSE 3

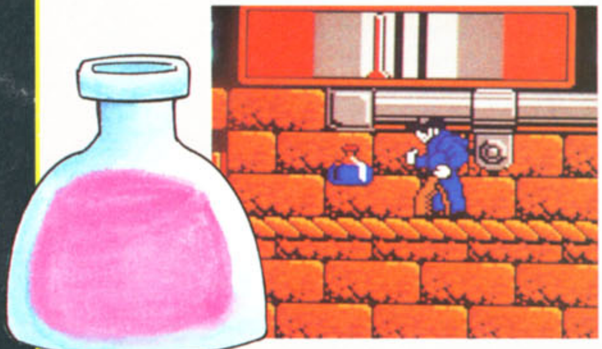
Your escape from the warehouse is almost at hand. Be patient and make your way through the stage slowly.



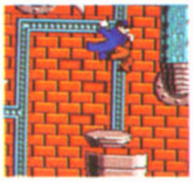


COLLECT MORE CHEMICALS

At the end of each stage, Darkman replenishes his energy using the chemicals that he has managed to gather from that stage. Collect as many as possible.

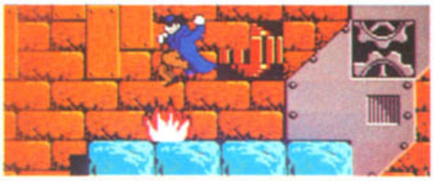


WRONG CHOICE



If your reflexes are too slow or if you take a wrong turn, Darkman's quest for revenge will meet an untimely end. Once again, review your maps.

DON'T GET TORCHED!



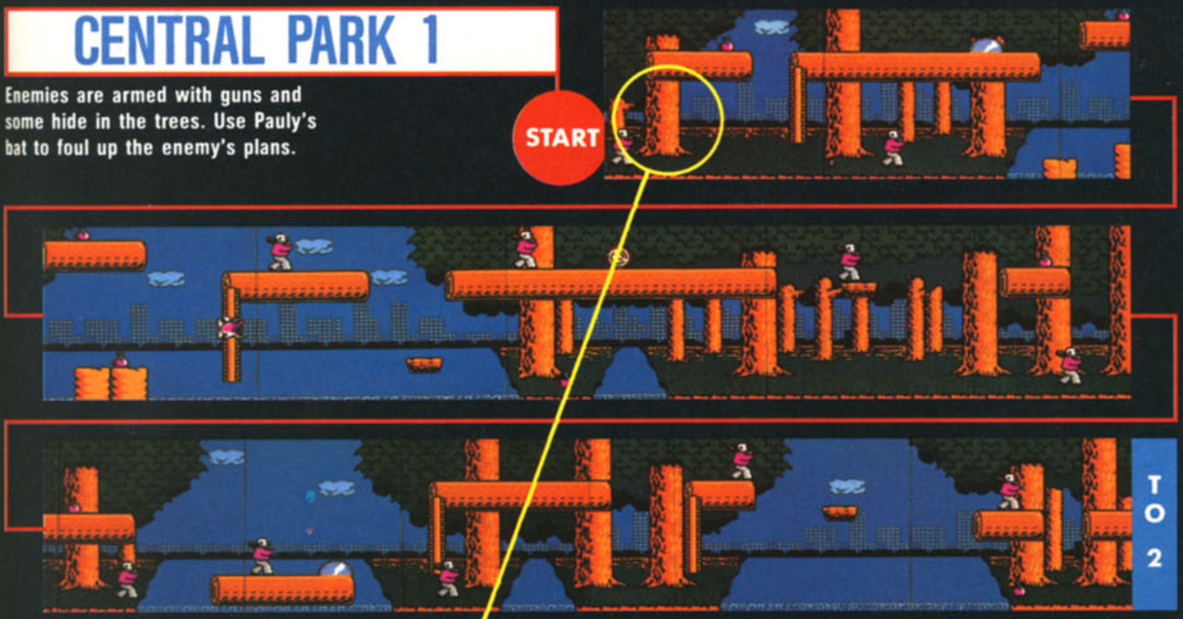
Moving flames make this situation even hotter. Time your jump to avoid the pillar of fire but watch out for dangers that may lie ahead.

CENTRAL PARK

Now disguised as Pauly, you must cross through Central Park while evading and battling enemies hidden throughout the forest. Don't waste your energy. Avoid a battle if you can.

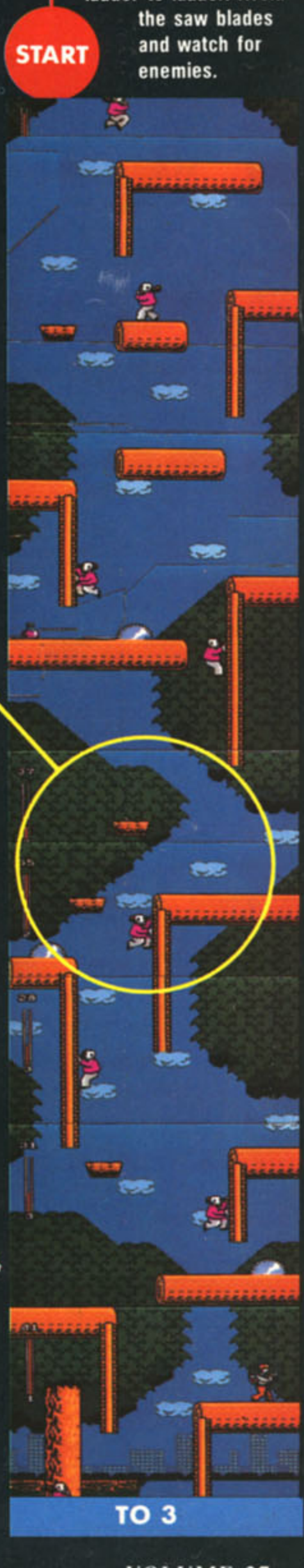
CENTRAL PARK 1

Enemies are armed with guns and some hide in the trees. Use Pauly's bat to foul up the enemy's plans.

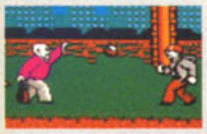


C. PARK 2

As you climb through the treetops, jump from ladder to ladder. Avoid the saw blades and watch for enemies.

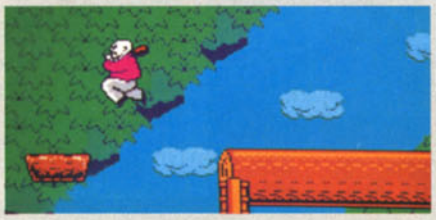


STONE YOUR ENEMIES



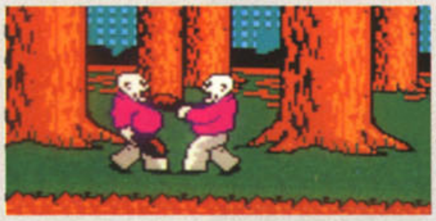
Strewn about the park are baseball-sized rocks that you can use to combat the enemy. Only one is needed to send the enemy flying.

IMPOSSIBLE JUMP?



This is actually a snap with the correct technique. Scale the right ladder, press left on your joystick, then make your jump.

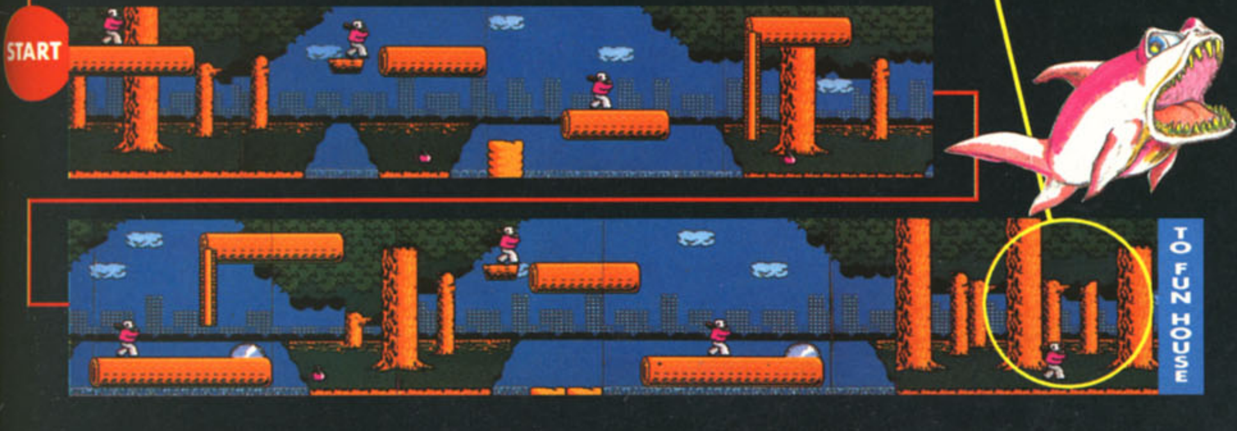
CONFRONT PAULY



It's an old-fashioned slugfest between you and your counterpart. Beware of the bomber hiding in the trees. Good Luck!

CENTRAL PARK 3

Pauly waits at the end of this stage. Battle only if you must. Conserve your energy for the fight with Pauly.

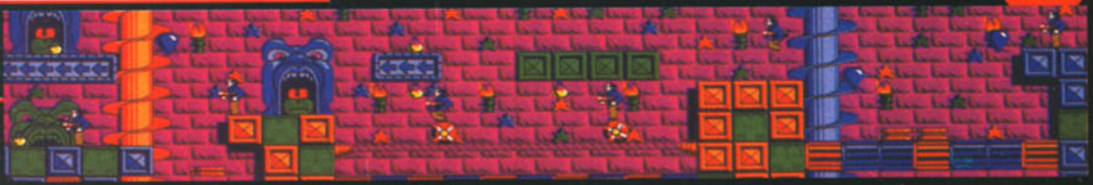


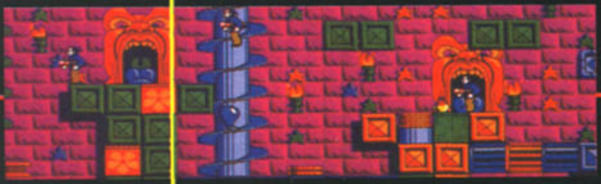
FUNHOUSE

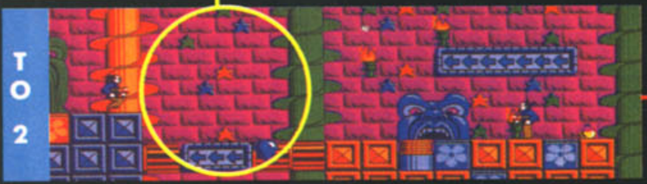
All is not what it seems in the Funhouse. Avoid the clowns as they throw pies and roll bowling balls. Beware of the reverse platforms and the catapults. Wrong moves on either could mean the end of Darkman.

FUNHOUSE 1

Darkman must hop through this stage armed with a powerful gun. Each shot creates a powerful recoil, so stay away from ledges.

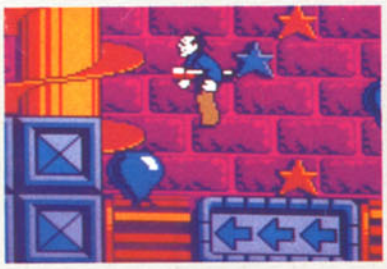






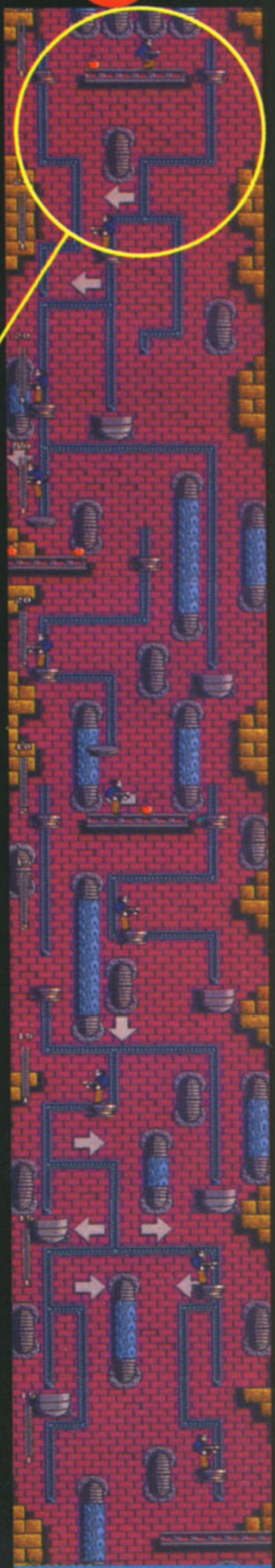
REVERSE JUMP

On these platforms, your movements are reversed. If you want to move right, press left. Once you leave this platform, however, they're back to normal.



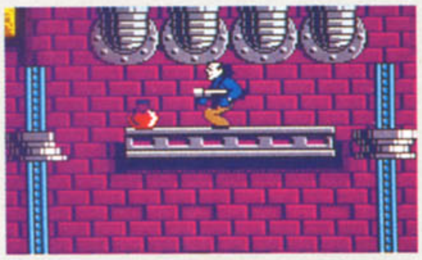
FUNHOUSE 3

Like the platforms in the warehouse, follow the arrows to reach the end of this Funhouse stage.



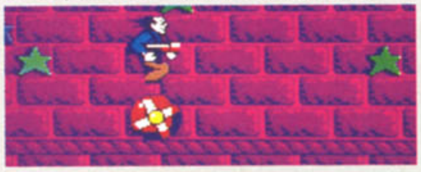
WHICH PLATFORM?

Read this map. The wrong choice will end your trip quickly. Like before, follow the arrows to the end of this platform stage.



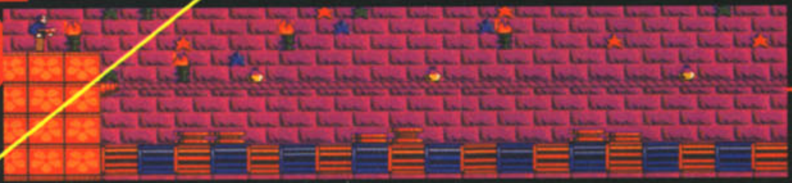
LAND ON THE BALL

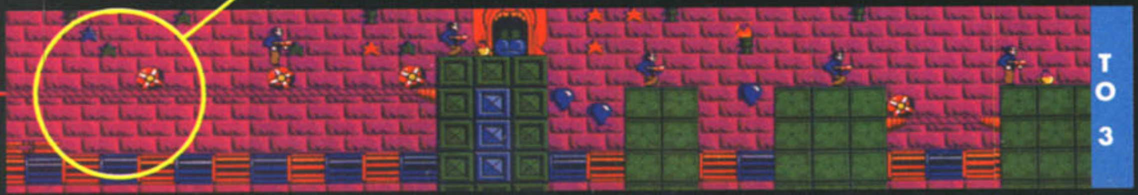
The last jump should be a short, tricky feat after the long jump just before. Ride the ball to the platform and prepare to fight Skip.



FUNHOUSE 2

Each jump must set up the next. The chemicals should not be a priority. Concentrate on crossing this gap.



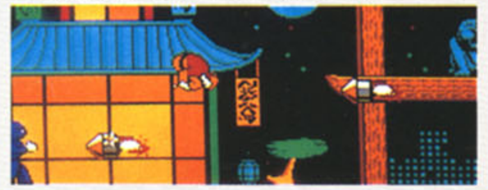


CHINATOWN

This part of town is under Smiley's watch. The area is fraught with ninja assassins so be on your guard. Watch out for runaway rockets and time-bombs as well as mortar shells launched from the ground.

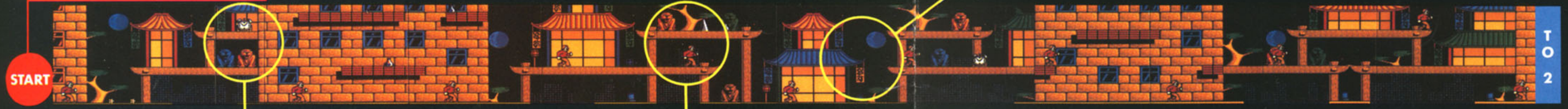
SNEAK ATTACK

Watch out for ninja hiding in building windows. Don't get caught in a crossfire. Avoid any stars thrown by leaping out of harm's way.



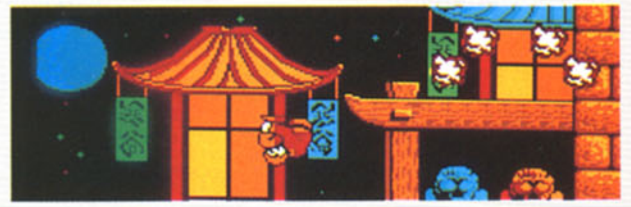
CHINATOWN 1

Your main weapon is the throwing star. Avoid battles with ninja by allowing them to jump off the screen.



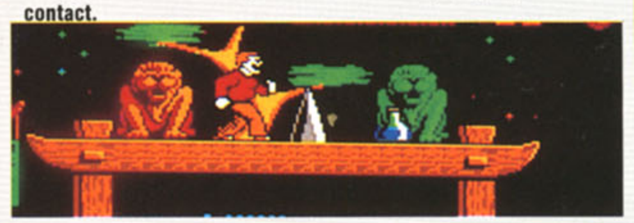
TIME-UP CLOCK

Watch your time allotment for this level. If you take too long, Darkman's quest will end abruptly.

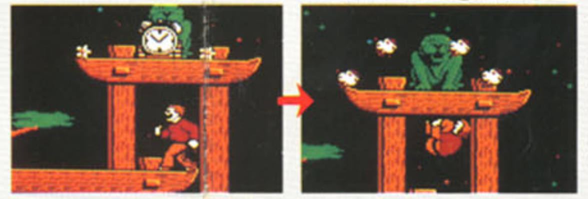


SPIKES

The slightest touch from these spikes takes a good amount of energy. Memorize their positions and time your jump to avoid contact.



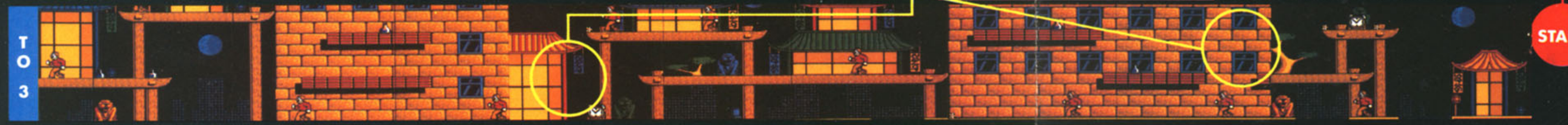
TIME BOMB

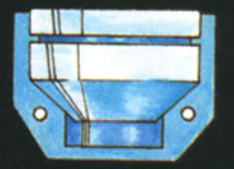


You don't have much time. When the alarm sounds, your time may be up. To beat the clock, snatch it like a flask of chemicals.

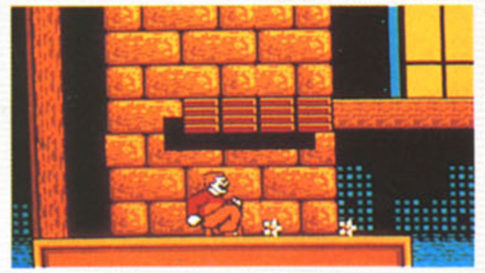
CHINATOWN 2

Again, avoid ninja attacks and watch for time bombs as you travel across this stage.



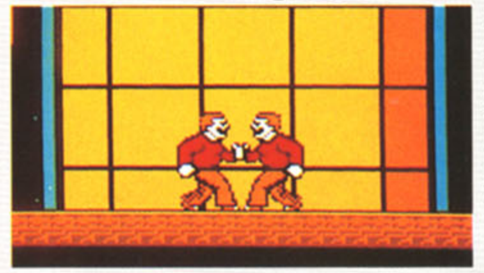


STAR CACHE



These will surely help you win your duel with Smiley. Gather them all but watch out for hidden dangers on this treasure hunt.

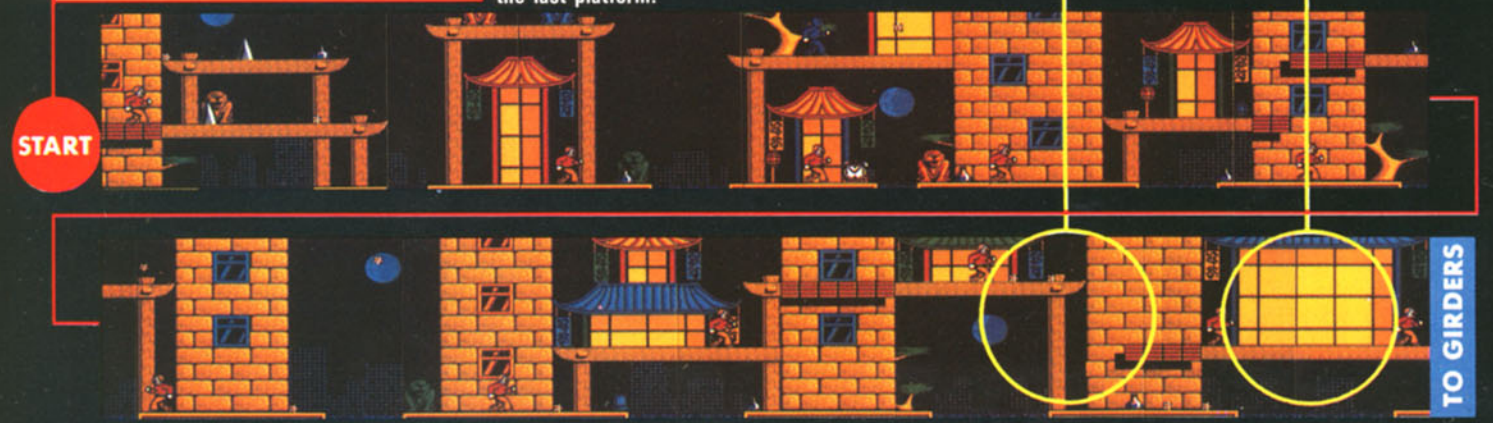
SMILEY



Smiley is one tough character. Your best bet is to use your stars to wear him down, then pummel him with a series of kicks until he calls it quits.

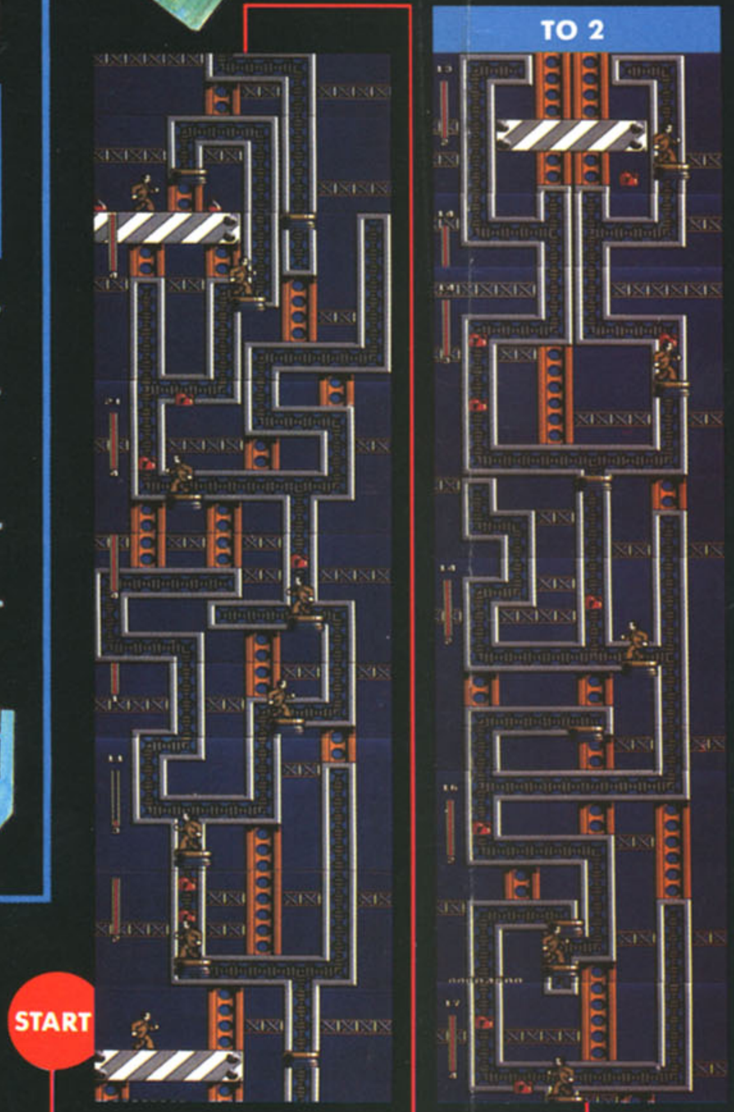
CHINATOWN 3

Collect all the throwing stars in this level. You'll need every one when you meet the real Smiley on the last platform.



THE GIRDERS

With Durant's goons out of the way, you're left with only Durant, himself. Scale to the top of this unfinished building where you can have your ultimate revenge against the leader of the mob.

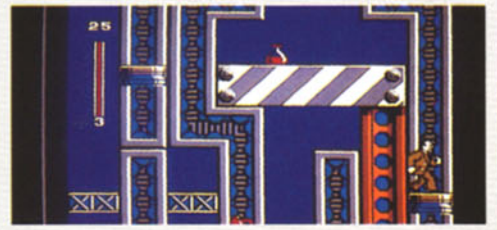


These platforms need fuel to keep running. With no arrows to help you, choose the correct path by knowing where the fuel cans are.

THE GIRDERS 1

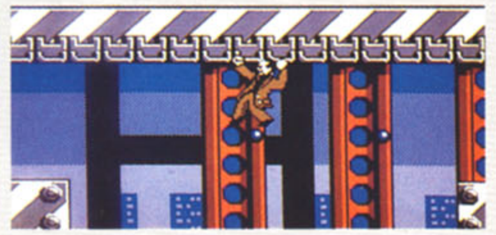
ELEVATOR FAILURE

There is no secret here. Choose the path that has fuel to keep your elevator continuing on its journey. If your choice is wrong, the platform slows to a halt.



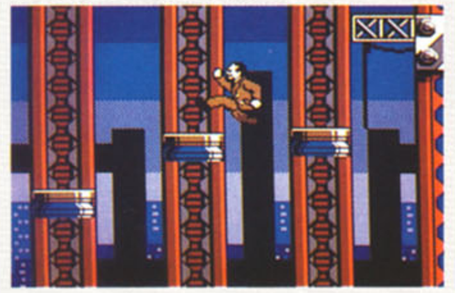
DODGE THE PELLETS

These cannons fire pellets at regular intervals. Wait for the right moment to elude anything launched from below.

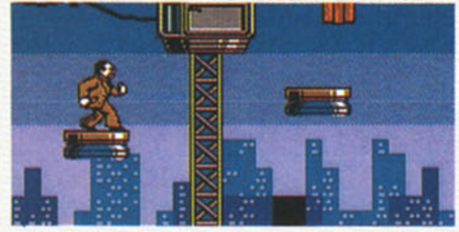


A TRIO OF JUMPS

At the slightest touch, these platforms fall like bricks. Jump quickly from platform to platform to avoid disaster.



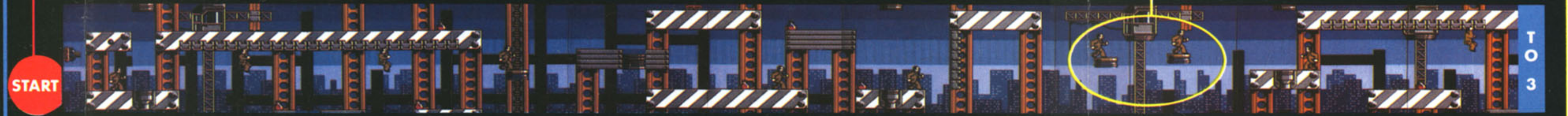
MOVING PLATFORMS

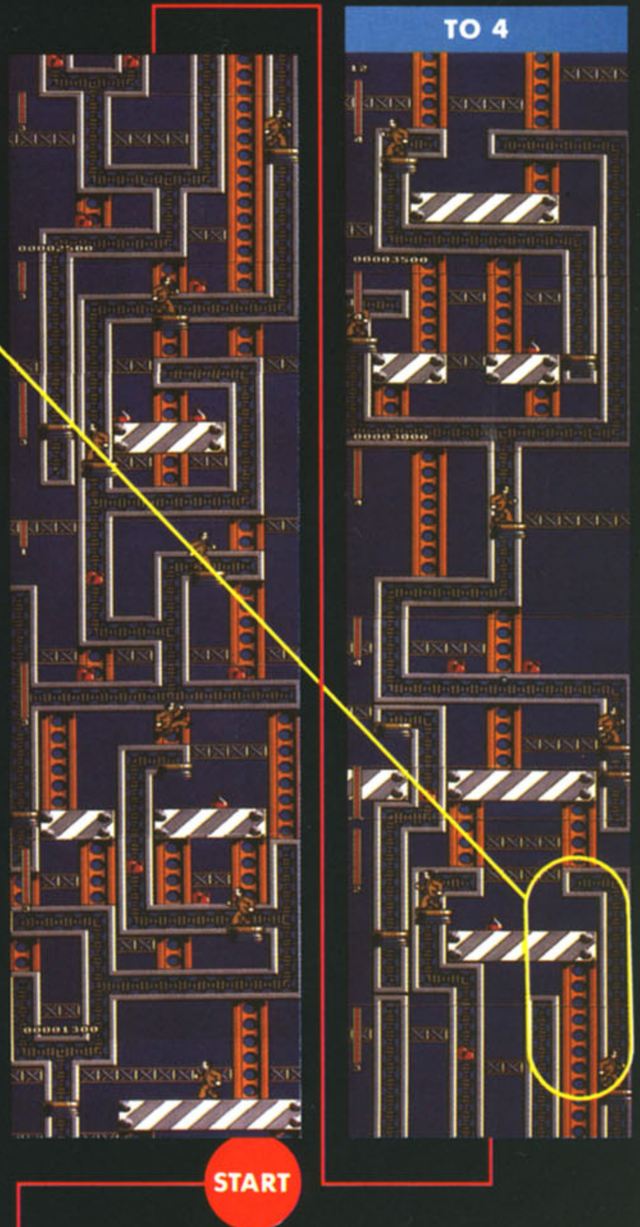


With both platforms moving at different speeds, wait for your platform to be above the next before making your jump.

THE GIRDERS 2

Avoid the pile-driver at the beginning of the stage and elude enemies by using the overhead girders.



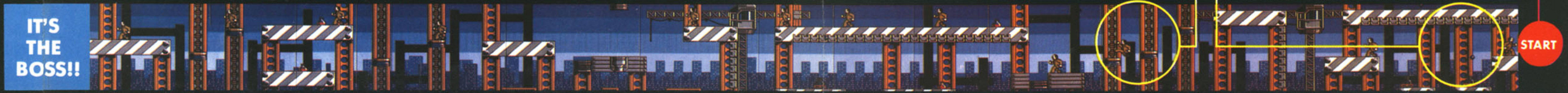


Prepare yourself for the last stage by recovering your energy with the chemicals found on this elevator stage.

THE GIRDERS 3

THE GIRDERS 4

It's the final showdown between you and Durant. To avenge his wrong, you must attack quickly and fiercely.



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SPECIAL FEATURE

GAME BOY™

Dr. Wily seeks his revenge, the second Final Fantasy Legend adventure begins and Cole Trickle hits the tracks.

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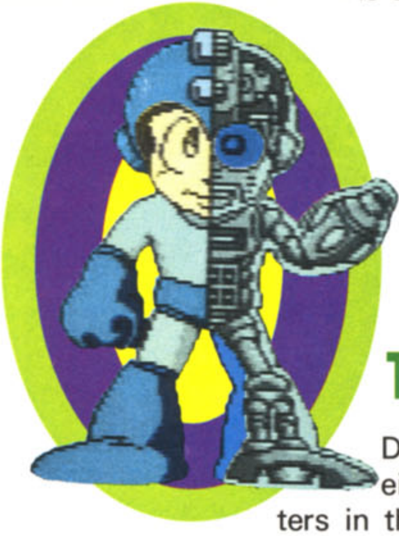
MEGA MAN

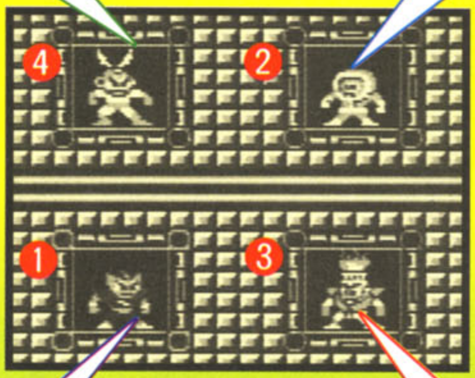
DR. WILY'S REVENGE

You've got to hand it to Dr. Wily. He's one mad scientist who just won't throw in the towel. After three NES clashes with Capcom's super 'bot, Mega Man, and three humiliating defeats, this mechanical mastermind has picked up the pieces and launched a new power-packed attack. The first Game Boy battle between the blue bomber and the evil doctor is every bit as challenging as their NES bouts. It includes enough classic Mega Man enemies and new surprises, like the sinister Space Node, to keep both Mega Man fans and newcomers on the edge of their seats.



THE BATTLE BEGINS WITH FAMILIAR FACES

Dr. Wily has reconstructed a total of eight of his most incredible Robot Masters in this attempt to crush his mechanical nemesis. You'll meet a quartet of originals in the opening stages. All four of these merciless maniacs first appeared in the original Mega Man adventure. When you defeat them, they'll give up their powerful weapons. You can choose to conquer these cretins in any order, but we recommend the plan described in this review.



Cut Man Stage

This vicious blade slinger should be your fourth conquest. When you defeat him, you'll earn his super strong Rolling Cutter.

Ice Man Stage

The cold creep, Ice Man, is equipped with the freezing Ice Slasher. Go after him after Elec Man and thaw out his sinister plans.

Elec Man Stage

Elec Man's Elec Beam is so powerful that you should fight this sinister shocker first and steal it away for use in the other stages.

Fire Man Stage

The hot-headed hooligan that heads this stage should be third on your list. A victory will net you his Fire Storm.

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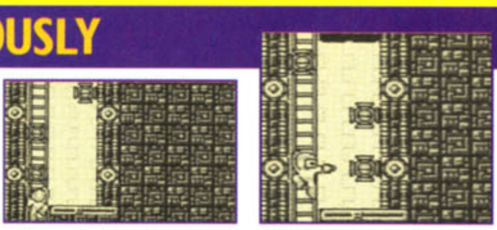
ELEC MAN Stage

It's good that Mega Man doesn't have a fear of heights. The stage leading up to his run-in with the master of electricity is mostly vertical. The climb begins at the bottom of an underground electrical center and continues up into the sky. And it's packed with plenty of Wily's creations that aim to knock Mega Man from his precarious perch.

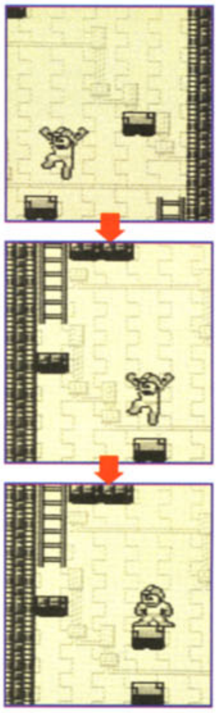
CLIMB CAUTIOUSLY

There's no time limit to this climb. Take it easy and watch the enemies above you. Get close and wait for them to clear out of your path. Then make your move.



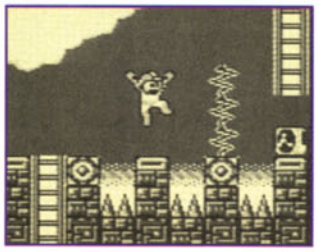
BLOCK HOP

The blocks appear one at a time. Jump onto the first three. Then, time out the fourth block and jump straight up just before it materializes.



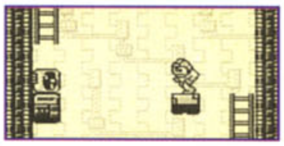
DON'T GET BLASTED

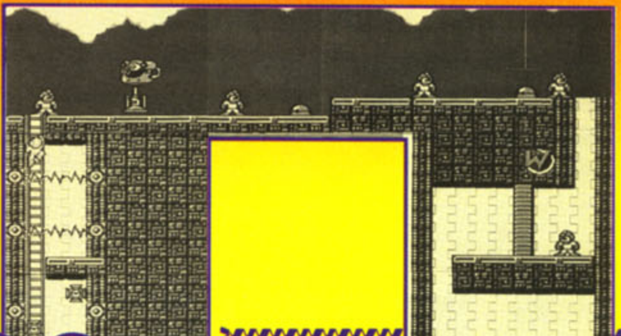
The fan in this section sends out a very strong and direct blast of air. Jump up out of its range and you won't be affected by its power.

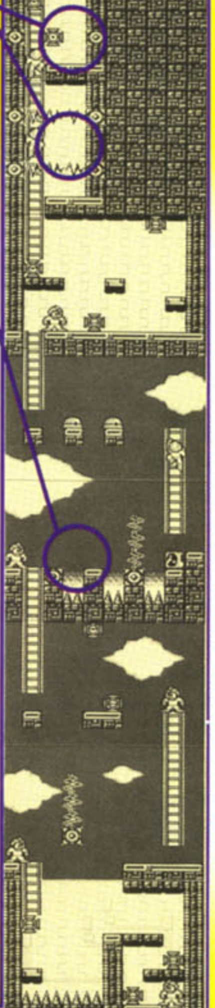


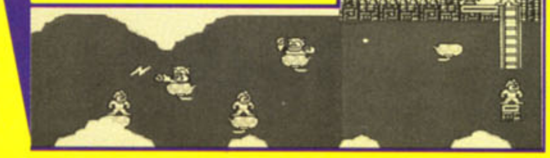
FAN FIGHT

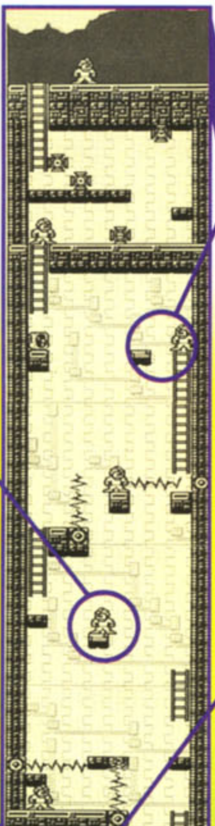
Jump onto the blocks as they appear and run against the wind of the fan when you're forced to stay in one place.

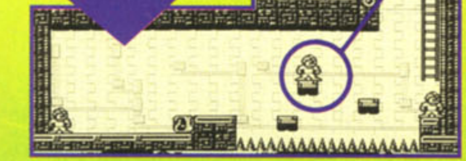






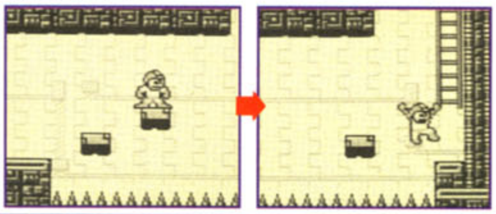






LOOK, THEN LEAP

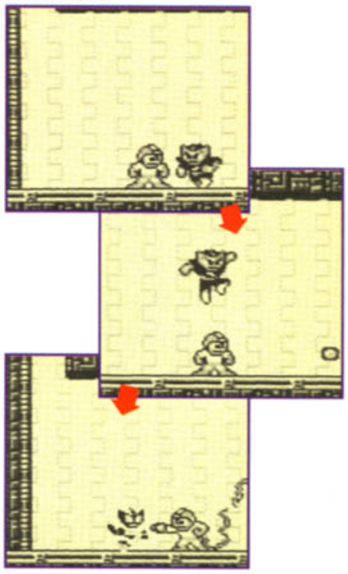
This stage is packed with blocks that appear, then disappear in a set pattern. Take a look at the timing of their appearances, then work out a strategy to clear the areas.



ELEC MAN

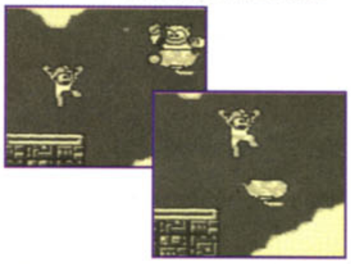
Unplug Elec Man

The manic Elec Man moves very quickly throughout his chamber. Stay near the center and let him jump over you. Then, when you've got a clear shot, let him have a blast from the Arm Cannon.



CATCH A RIDE

Knock these Lighting Lords off of their floating Chariots with a few shots from your Arm Cannon, then hop on and float to the other side.

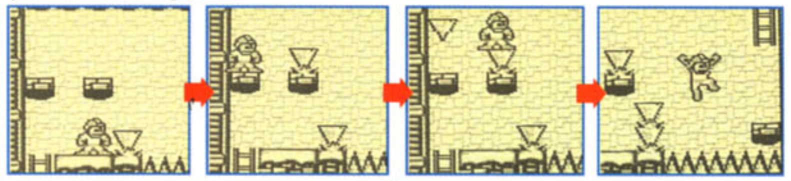


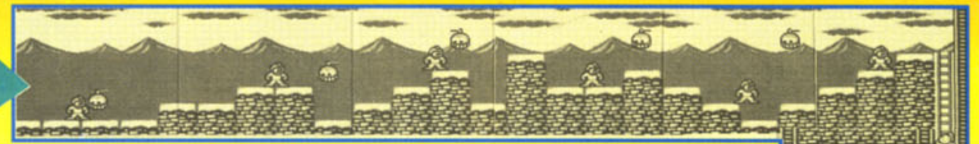
ICE MAN Stage

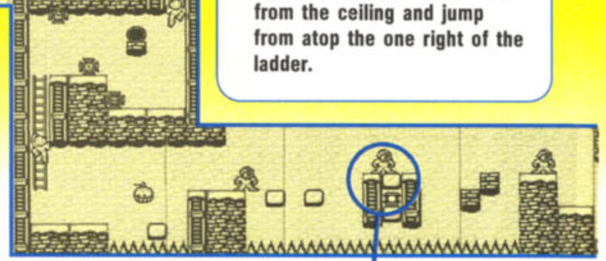
Ice Man's domain is very slippery. Normally, Mega Man can stop on a dime. Here, he'd have a hard time stopping on a million bucks lined up end to end. Watch your step and try to heat up the king of cold with a patented Air Cannon Attack.

ICICLE HOPPING

There are four Icicles that drop on the left side of this spike-floored chamber. Jump onto each Icicle just as it lands. Then take a flying leap from the fourth Icicle to the platform on the right side.





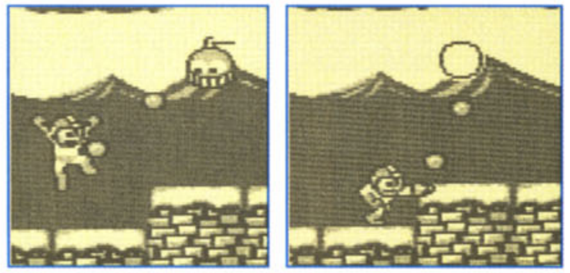


ICY ANTICS

Avoid contact with the sharp sides of the Icicles that drop from the ceiling and jump from atop the one right of the ladder.

CUT DOWN THE COPTERS

The helicopter hellions that fly through several stages of this thriller are more dangerous than they might seem at first glance. If you don't knock them out of the sky right away, they'll work in very close and cause a lot of damage. You can take them down in this area by jumping and firing at a quick and constant rate.

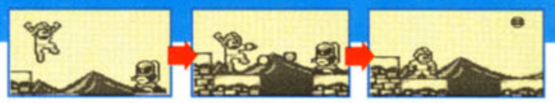


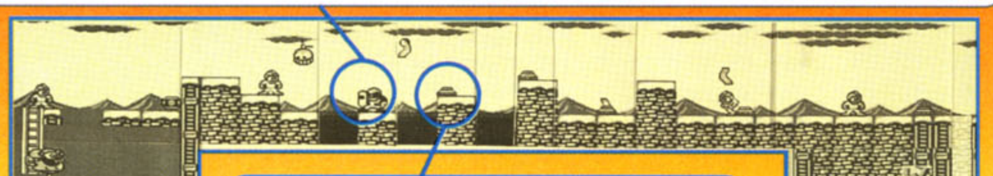
MELT DOWN

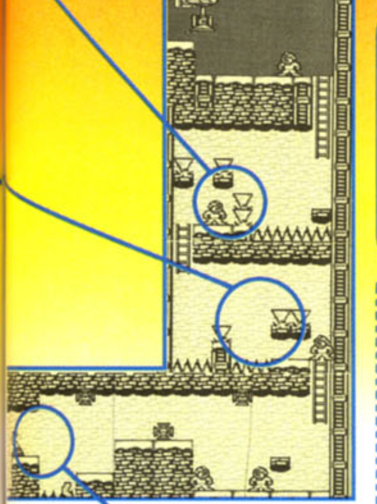
Stand on the top block here and let it thaw so that you can collect the special Power-Up item below.

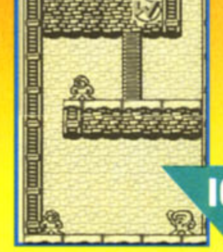
LEAP, LAND AND FIRE

The shield-carrying Knight is only vulnerable when he's shooting. Jump from his shots, then let him have it.



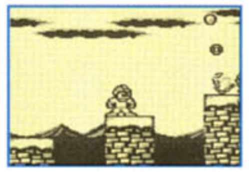






BOOMERANG BLOWOUT

Blast the Boomerang-producing machines with the Elec Beam before you get close enough to get whacked.

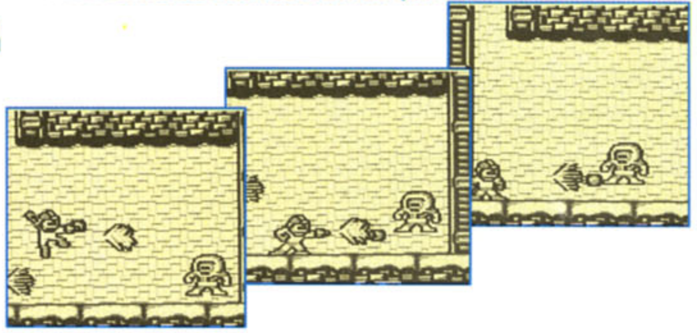


ZAP!

Shock the Boomerang producer with an Elec Beam blast.

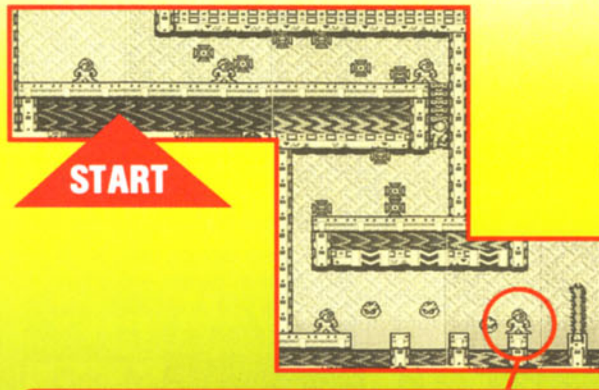
Liquify Ice Man

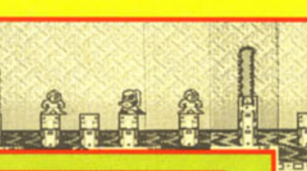
Ice Man throws Icicles at three heights. Jump over the low one, stay under the high one, then run and jump over the one in the middle as you continually fire off the Arm Cannon.

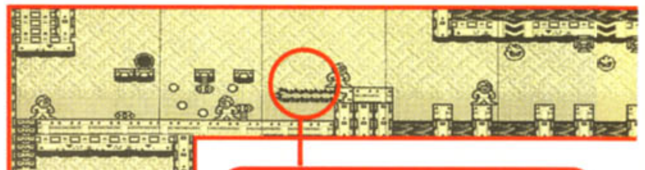


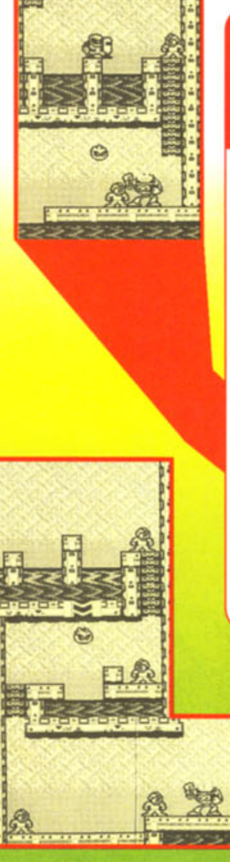
FIRE MAN Stage

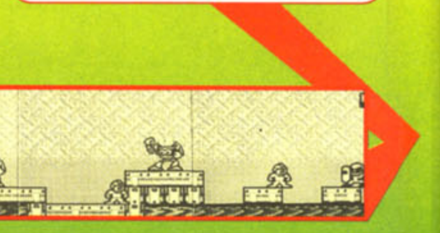
Flame on! Fire Man's hot haven is riddled with feverish fiends. You'll find Ice Man's Ice Slasher to be especially useful while you're attempting to cool down the inhabitants. Watch your step near the pools of lava and keep charging to the end for your fight with the furious leader.





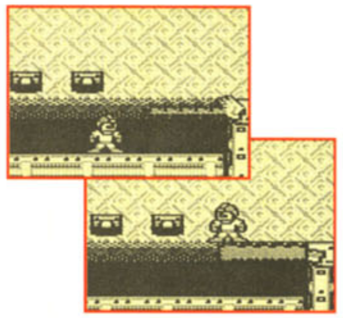






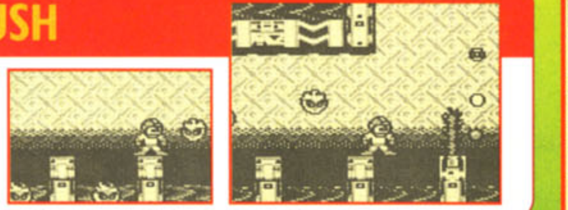
FREEZE THE FLAME

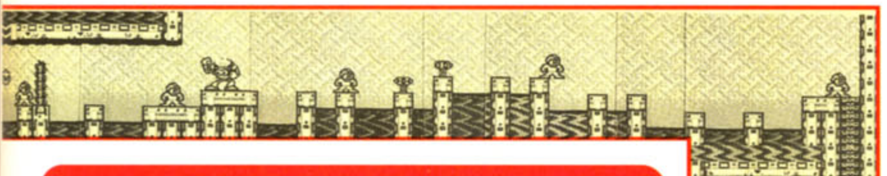
Fire blasts out of the left side of this platform. Hit it with a shot from the Ice Slasher before the flame comes out, then jump onto the platform while the mechanism is frozen.

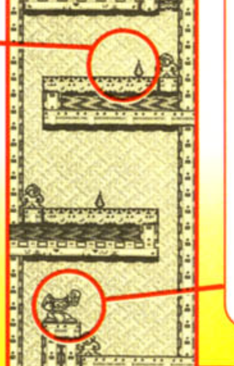


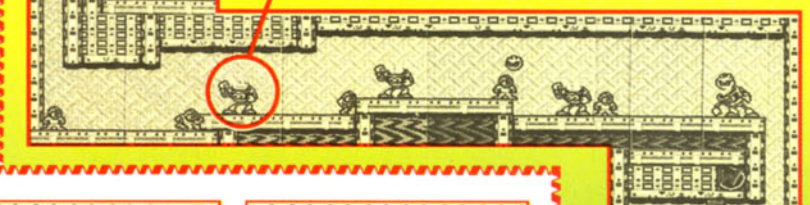
ENEMY AMBUSH

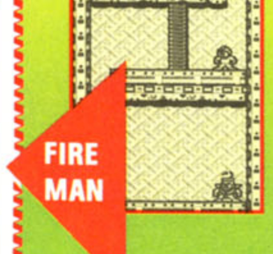
Several different kinds of creatures attack at once in this area. Be careful and try to avoid all contact with Dr. Wily's minions.





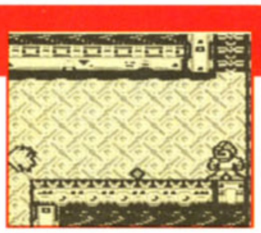






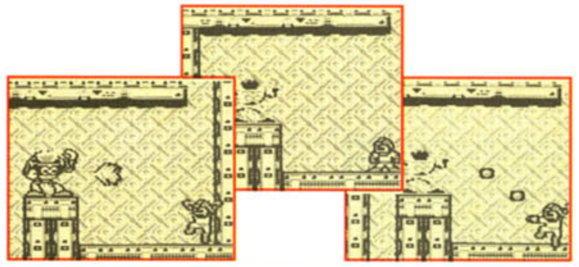
COOL IT!

Put a lid on the flames that burst forth on the platforms by sending out the Ice Slasher. Then leap over the temporarily frozen fire.



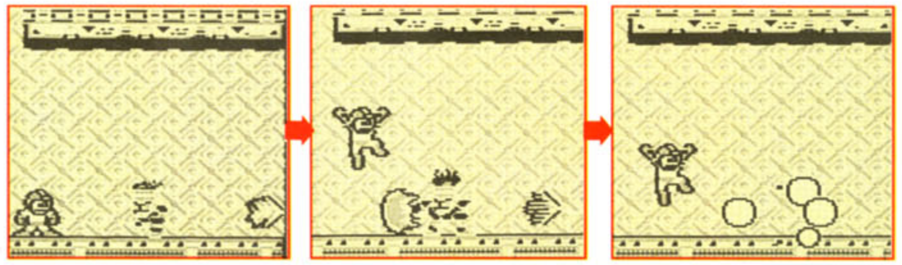
FREEZE AND FIRE

Firepots throw out small but powerful flames. Freeze the mechanoids with an Ice Slasher blast. Then, switch to the Arm Cannon and finish them off with a barrage of mega power. Five or six rapid-fire shots should do the trick.



Fire Man Chills Out

Make sure that you have power to the Ice Slasher before you meet the hot-headed leader of this stage. Ice Man's cool weapon is so powerful that you'll be able to use it to quiet Fire Man without even worrying about making evasive maneuvers.

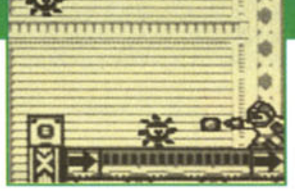


CUT MAN Stage

You'll come across plenty of sharp implements as you attempt to clear Cut Man's quarters. Be sure that you know where every mechanoid appears and make the proper preparations to blast them or get out of the way.

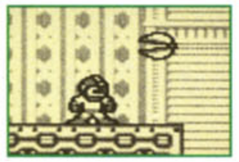
DROP AND STOP

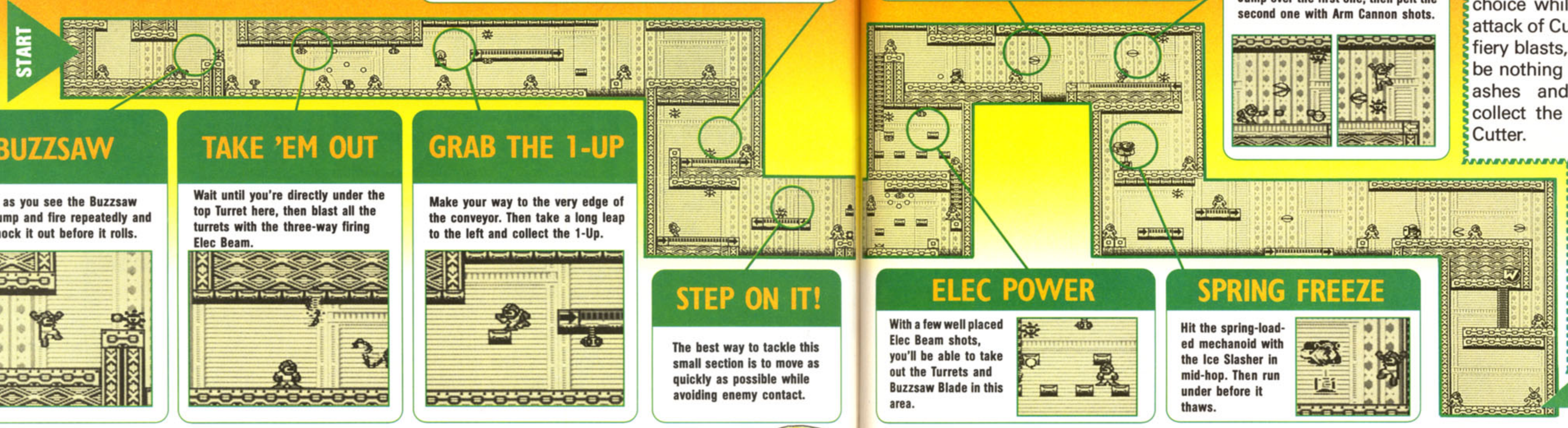
As soon as you let go of the ladder, turn to the left without moving toward the Buzzsaw Blade and blast it with Arm Cannon shots.



CUT BLADE CHAOS

Approach the invincible Cut Blades with caution and try to avoid contact as they fly in their circular path.





BUZZSAW

As soon as you see the Buzzsaw Blade, jump and fire repeatedly and you'll knock it out before it rolls.

TAKE 'EM OUT

Wait until you're directly under the top Turret here, then blast all the turrets with the three-way firing Elec Beam.

GRAB THE 1-UP

Make your way to the very edge of the conveyor. Then take a long leap to the left and collect the 1-Up.

STEP ON IT!

The best way to tackle this small section is to move as quickly as possible while avoiding enemy contact.

JUMP LAND AND FIRE

Once you've made your way past the Cut Blade in this section, you'll have to take care of two Buzzsaw Blades. Jump over the first one, then pelt the second one with Arm Cannon shots.

ELEC POWER

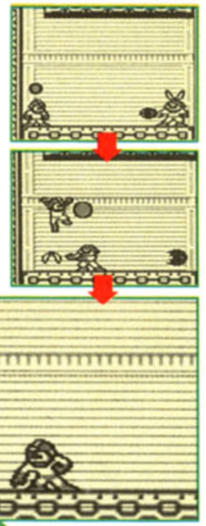
With a few well placed Elec Beam shots, you'll be able to take out the Turrets and Buzzsaw Blade in this area.

SPRING FREEZE

Hit the spring-loaded mechanoid with the Ice Slasher in mid-hop. Then run under before it thaws.

Put The Heat On Cut Man

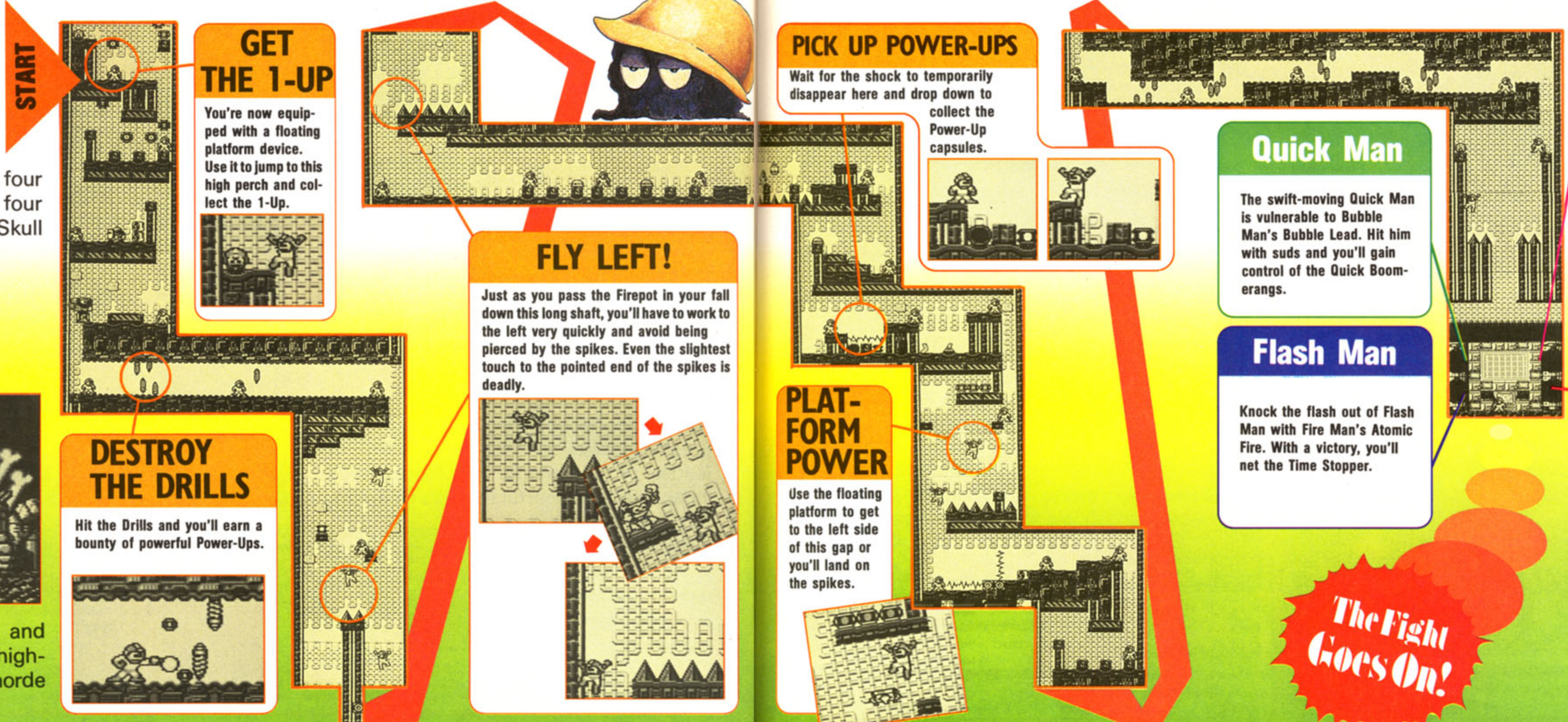
The Fire Storm is your weapon of choice while taking on the sharp attack of Cut Man. After just a few fiery blasts, there'll be nothing left but ashes and you'll collect the Rolling Cutter.



DR. WILY'S LAB

Once you take care of the first four Robot Masters, you'll find four more in Dr. Wily's revamped Skull Castle.

Scare Wily out of his Skull and you'll meet him at the new high-tech Space Node, home to a horde of sinister machines!



GET THE 1-UP

You're now equipped with a floating platform device. Use it to jump to this high perch and collect the 1-Up.

DESTROY THE DRILLS

Hit the Drills and you'll earn a bounty of powerful Power-Ups.

FLY LEFT!

Just as you pass the Firepot in your fall down this long shaft, you'll have to work to the left very quickly and avoid being pierced by the spikes. Even the slightest touch to the pointed end of the spikes is deadly.

PICK UP POWER-UPS

Wait for the shock to temporarily disappear here and drop down to collect the Power-Up capsules.

PLATFORM POWER

Use the floating platform to get to the left side of this gap or you'll land on the spikes.

Quick Man

The swift-moving Quick Man is vulnerable to Bubble Man's Bubble Lead. Hit him with suds and you'll gain control of the Quick Boomerangs.

Flash Man

Knock the flash out of Flash Man with Fire Man's Atomic Fire. With a victory, you'll net the Time Stopper.

Bubble Man

Once you pop Bubble Man, you'll earn his strange but powerful Bubble Lead. Try to fry him with the Elec Beam.

Fire Man

Atomic Fire will be yours once you stop Fire Man. Freeze his attack with a quick Ice Slasher barrage.

The Fight Goes On!

FINAL FANTASY LEGEND II™

The Final Fantasy Legend continues with a dangerous journey for a new band of fearless warriors. This epic sequel is even longer and more involving than Square Soft's original Game Boy RPG. You'll find tons of worlds to explore and countless villains to conquer.

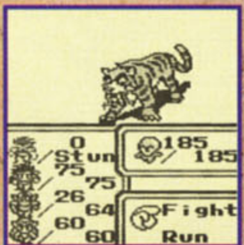
The 77 mystic Magi are pieces of a statue that is said to have magical powers. Your father left home years ago to find the Magi. Now that you have grown, you have decided to seek out your father. The road ahead holds many mysteries. You must choose the members of your party wisely and listen carefully to clues from the people that you meet along the way.

WHAT'S NEW IN F.F.L. II?

Not only is the second installment of the series longer than the original, but it also includes features that will make playing more enjoyable for both RPG enthusiasts and beginners. There's less emphasis on character building and more of a focus on mystery solving and exploration.

Combat Rules

When a member of your party has been defeated, they'll only be stunned for the duration of the battle. Once the fight is over, your downed party members will be revived. If your whole party goes down, the great leader Odin, will give you another chance.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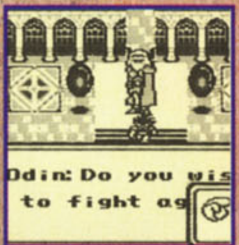
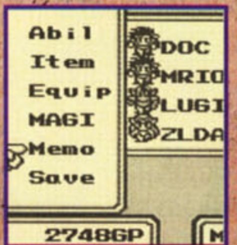


Odin: Do you wis
to fight ag

Memo Feature

There's no need to write down important clues from the villagers. When you're solving a mystery, just access the Memo Feature and select the topic of your inquiry so that you can reread the useful information pertaining to that subject. It's all stored in memory.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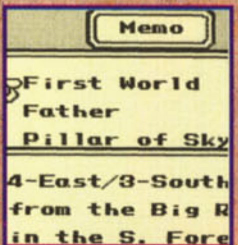
Memo
First World
Father
Pillar of Sky

4-East/3-South
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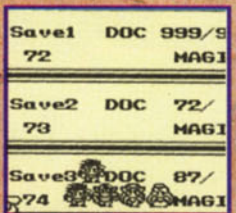
Three Parties

It requires many hours of play to take one party through the game. Since the Game Pak is equipped with a battery, though, you can save your progress and complete the journey in several playing sessions. The three saving positions allow for three different parties to be stored.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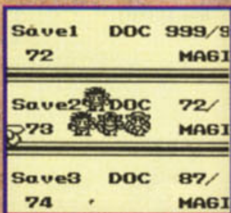
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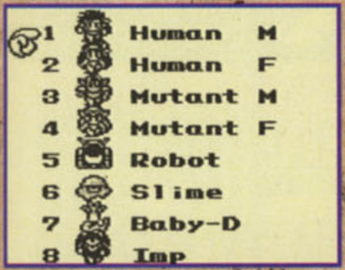
The Battle Begins...

Once you set off on your journey there's no turning back. Choose the members of your party wisely and stock up on useful items before you get too far from home. It pays to talk to all of the townspeople and gather clues for the long journey ahead.

Recruit Fighters

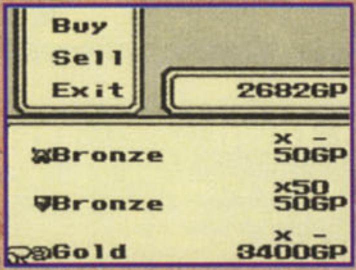
There are eight types of characters to choose from. Humans gain hit points quickly and Mutants can accumulate magic. Characters from those two groups should form the core of your party.



1 Human M
2 Human F
3 Mutant M
4 Mutant F
5 Robot
6 Slime
7 Baby-D
8 Imp

Equip Yourself

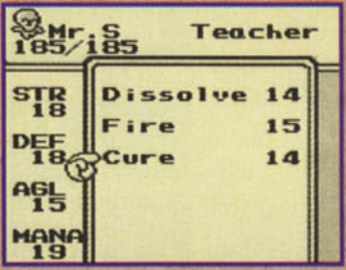
Since enemies usually hit your party leader first, you should make sure that your character is equipped with the strongest armor and the best shield.



Buy
Sell
Exit
26826P
Bronze x - 50GP
Bronze x50 50GP
Gold x - 3400GP

Seek Assistance

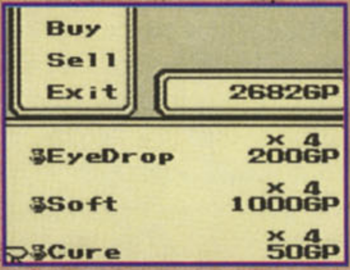
Make sure that you talk to every character in every town. In a few crucial situations, you'll find strong characters to join your party and give you much needed assistance.



Mr.S Teacher
185/185
STR 18
DEF 18
AGL 15
MANA 19
Dissolve 14
Fire 15
Cure 14

Take Medicine

It helps to stock up on Potions and Cures before you explore dangerous areas. You should also take advantage of the Mutants' abilities to heal wounds and restore hit points.



Buy
Sell
Exit
26826P
EyeDrop x 4 200GP
Soft x 4 1000GP
Cure x 4 50GP

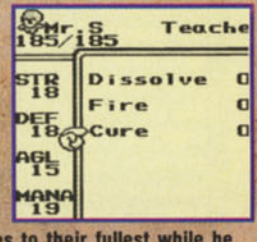
A long time has passed since your father left home. Now that you're old enough to fend for yourself, you've decided to seek him out and discover the mysteries behind his disappearance. The journey begins at home.

1 Hometown

There are many challenging battles ahead. Form a strong party and get as much help from the townspeople as you can. One of them will offer a Potion and Mr. S., your teacher, will accompany you through the first cave. Use Mr. S' strong abilities to defeat the enemies in the cave.

Received Cure!

Visit all of the houses in your town and collect clues that will help you on the journey ahead. You'll receive a Potion in one of the houses.

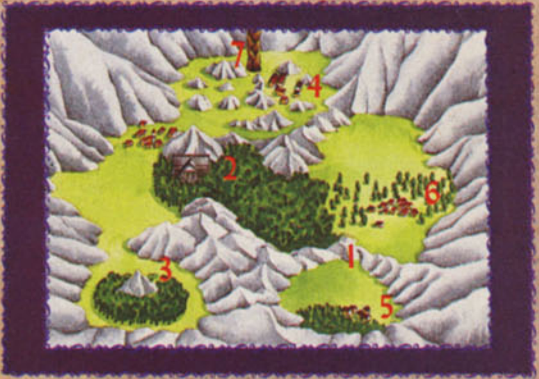


Mr.S Teache
185/185
STR 18
DEF 18
AGL 15
MANA 19
Dissolve 0
Fire 0
Cure 0

Mr. S is equipped with the powers of Dissolve, Fire and Cure. Let him use those abilities to their fullest while he is in your party.

2 The First World Six Magi

After you get through the cave, make your way to the Shrine of Isis. There, Ki, the healer, will clue you in on the location of the Magi.



1 Mr. S helps you through the first cave and then leaves you to explore the rest of the world.

2 You'll meet Ki in the Shrine of Isis. She'll clue you in on the location of the ancient relics.

3 Some of the Magi have been hidden in the relics. Go after them before the evil Ashura can beat you to it.

4 Ashura's Base is full of villains and bandits. Be prepared before you go there.

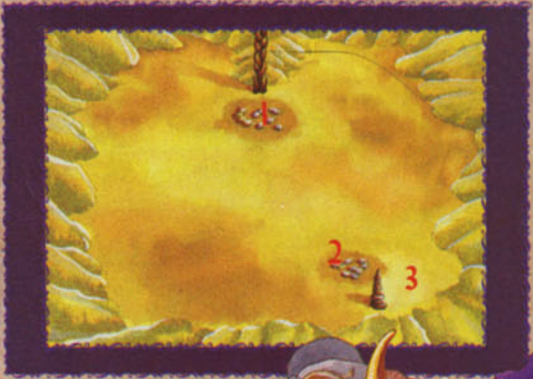
5 The journey begins in your hometown. Collect clues and a valuable Potion before you leave.

6 There are important clues and items in the second town. Collect them and continue.

7 The Pillar of the Sky is the gateway to the other worlds. You'll gain access to it by collecting the Magi.

3 Ashura's World Seven Magi

Ashura is attempting to collect the Magi for his own sinister purposes. Track him down in his tower and put an end to his evil reign.



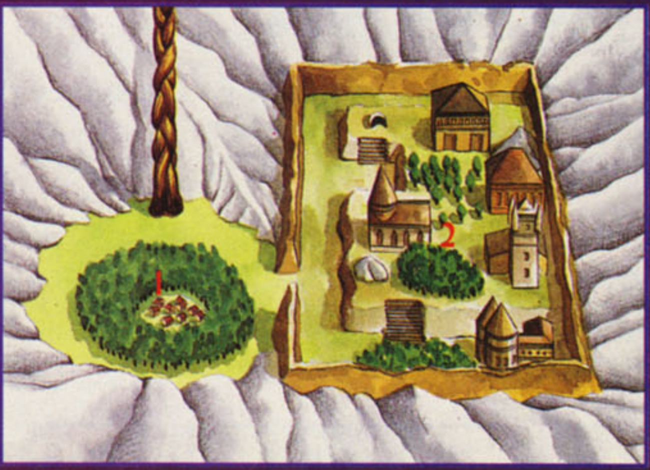
1 In the desert town, you'll get a clue regarding the whereabouts of Ashura's Tower.

2 Ashura's Town is next to his tower. Stock up on Potions.

3 A mysterious masked man is locked in Ashura's Tower. Save him and he'll join your party.

4 Giant's World Three Magi

The Giant's World is where the Adventurer's Log, which comes with the game, leaves you to explore on your own. Use the maps and strategies on the following pages for assistance. The inhabitants of this world were once huge creatures until they created a reducing device called the Micron. If you can find the Micron, you'll be able to return to the First World, shrink to microscopic size and defeat the soldiers of Ashura that have invaded Ki's body. This valuable device, and some Magi, are hidden in the Giant's deserted town.

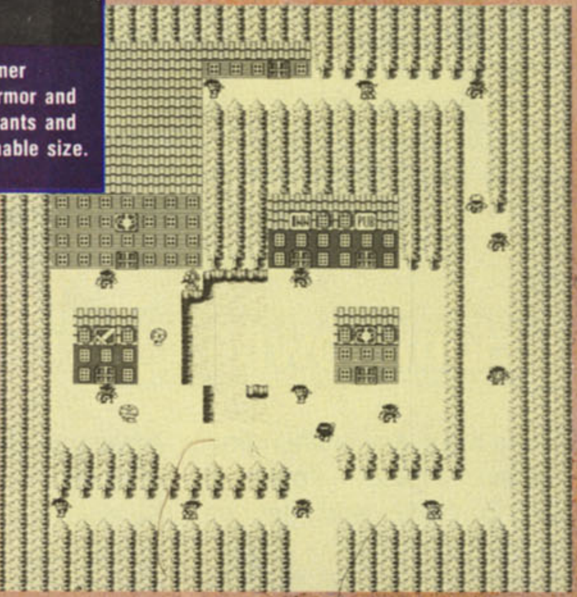


1 The people of the little town may be former giants, though they will not confess to being so. Explore the town and search for clues regarding the Micron.

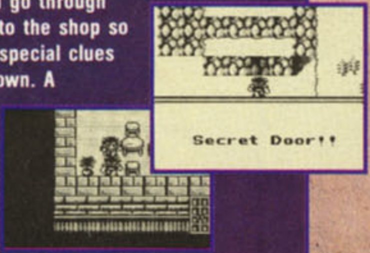
2 The Giant's Town is very large and infested with strong enemies. If you've talked to everyone, you should have no problems in finding the Micron and the Magi.

Little Town

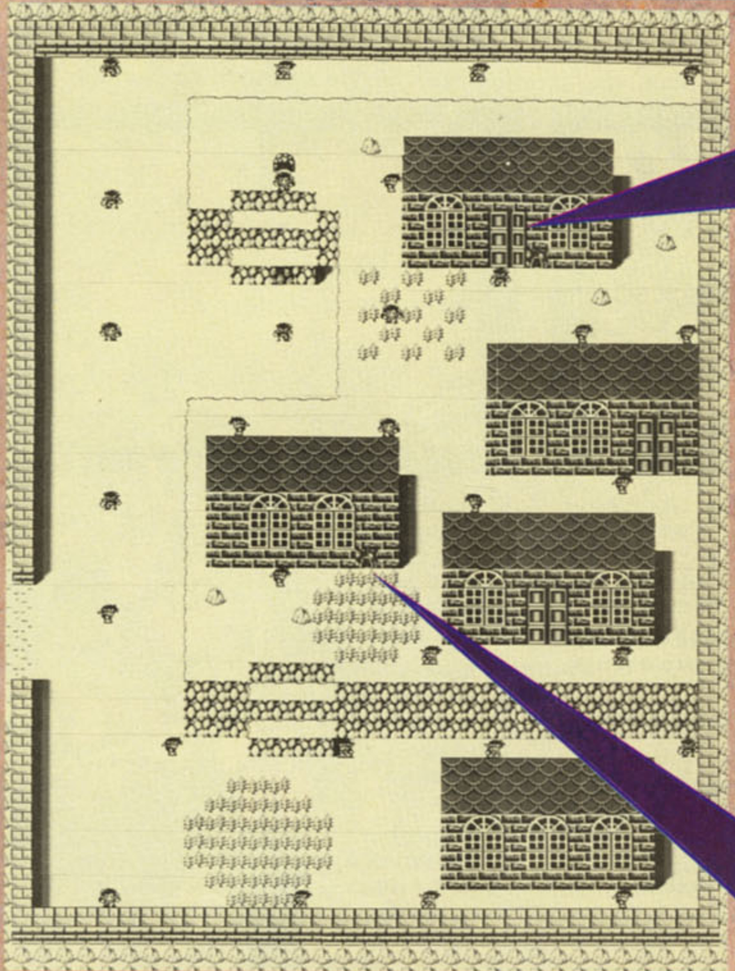
The inhabitants of this town may be former giants. The shop in the town sells the armor and gauntlets that were once worn by the giants and have now been shrunk to a more reasonable size.



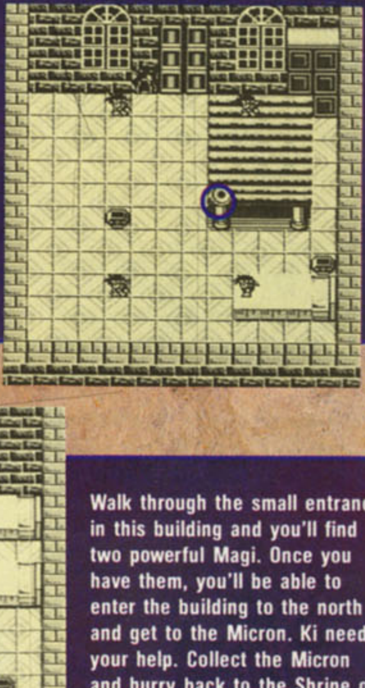
Make sure that you go through the back entrance to the shop so that you can learn special clues about the Giant's town. A character in the town named Johnny will clue you in on the whereabouts of a secret door.

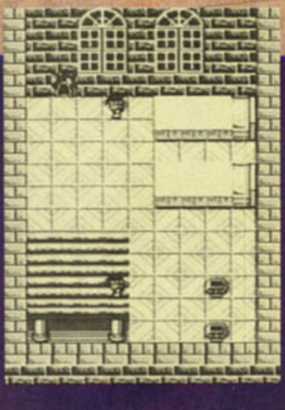


The steps in the Giant's Town are too big to climb. The inhabitants of the little town will tell you about a weak spot in the lowest step, though, that will give way and allow you access to the top.



Once you have collected the Magi of the Giant's Town, you will be able to enter this building. If you're nice to Johnny, he'll tell you that you can climb up the bookcase in the upper-right corner of this building and get to the top of the platform. There, you will discover the Micron.

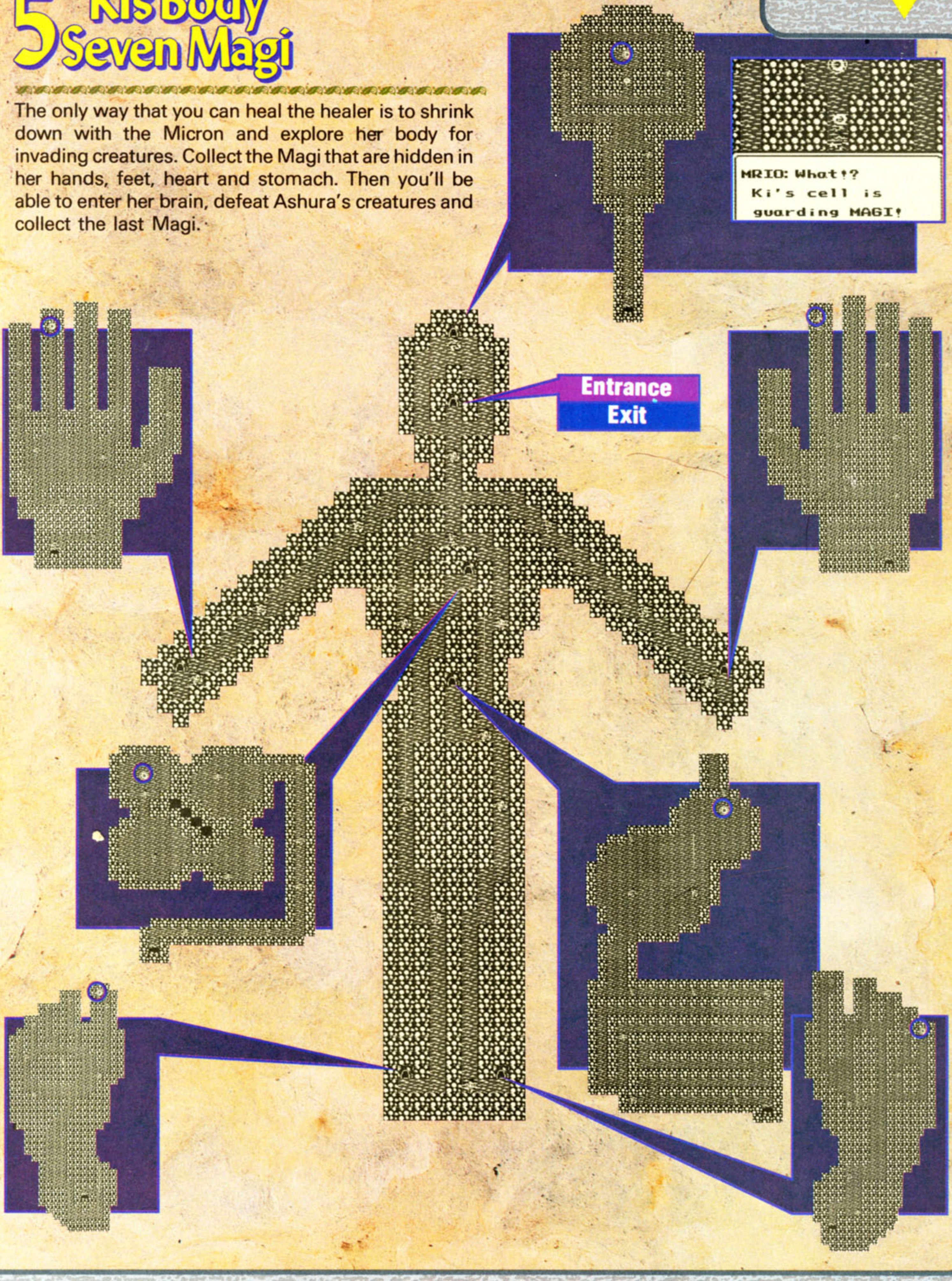




Walk through the small entrance in this building and you'll find two powerful Magi. Once you have them, you'll be able to enter the building to the north and get to the Micron. Ki needs your help. Collect the Micron and hurry back to the Shrine of Isis so that you can defeat Ashura's soldiers.

5 Ki's Body
Seven Magi

The only way that you can heal the healer is to shrink down with the Micron and explore her body for invading creatures. Collect the Magi that are hidden in her hands, feet, heart and stomach. Then you'll be able to enter her brain, defeat Ashura's creatures and collect the last Magi.



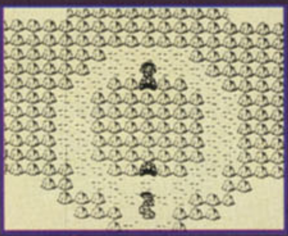
MRIO: What!?
Ki's cell is
guarding MAGI!

6 Apollo's World 10 Magi

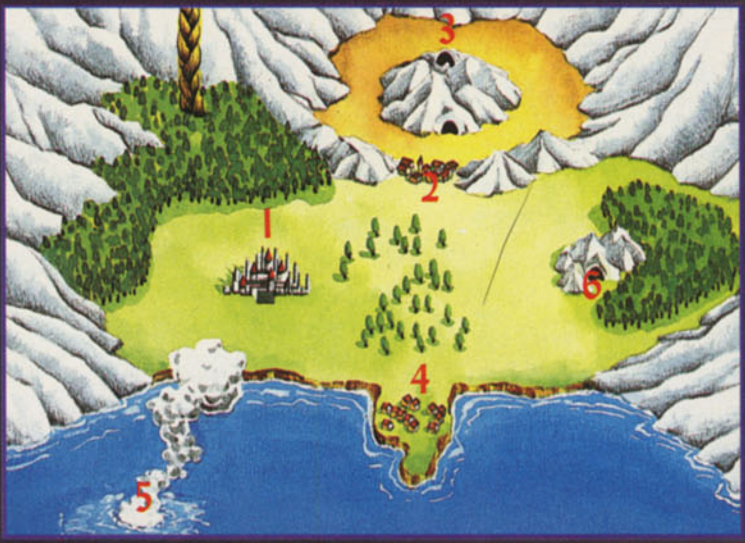
Apollo resides in a great palace near the pillar. Go to him and he will give you a riddle that will help you find the Magi that are scattered throughout his world. Apollo claims that he is not interested in the Magi. You'll find out later that he is lying.

6A The Cave of Dunatis

The first part of Apollo's riddle tells you to go where the wind blows underground. The machine, Dunatis, is said to create wind. Enter the cave through the northern entrance and explore.



The northern entrance leads to the depths of the cave.



1 Apollo will greet you at his palace and give you a riddle about the hidden Magi.

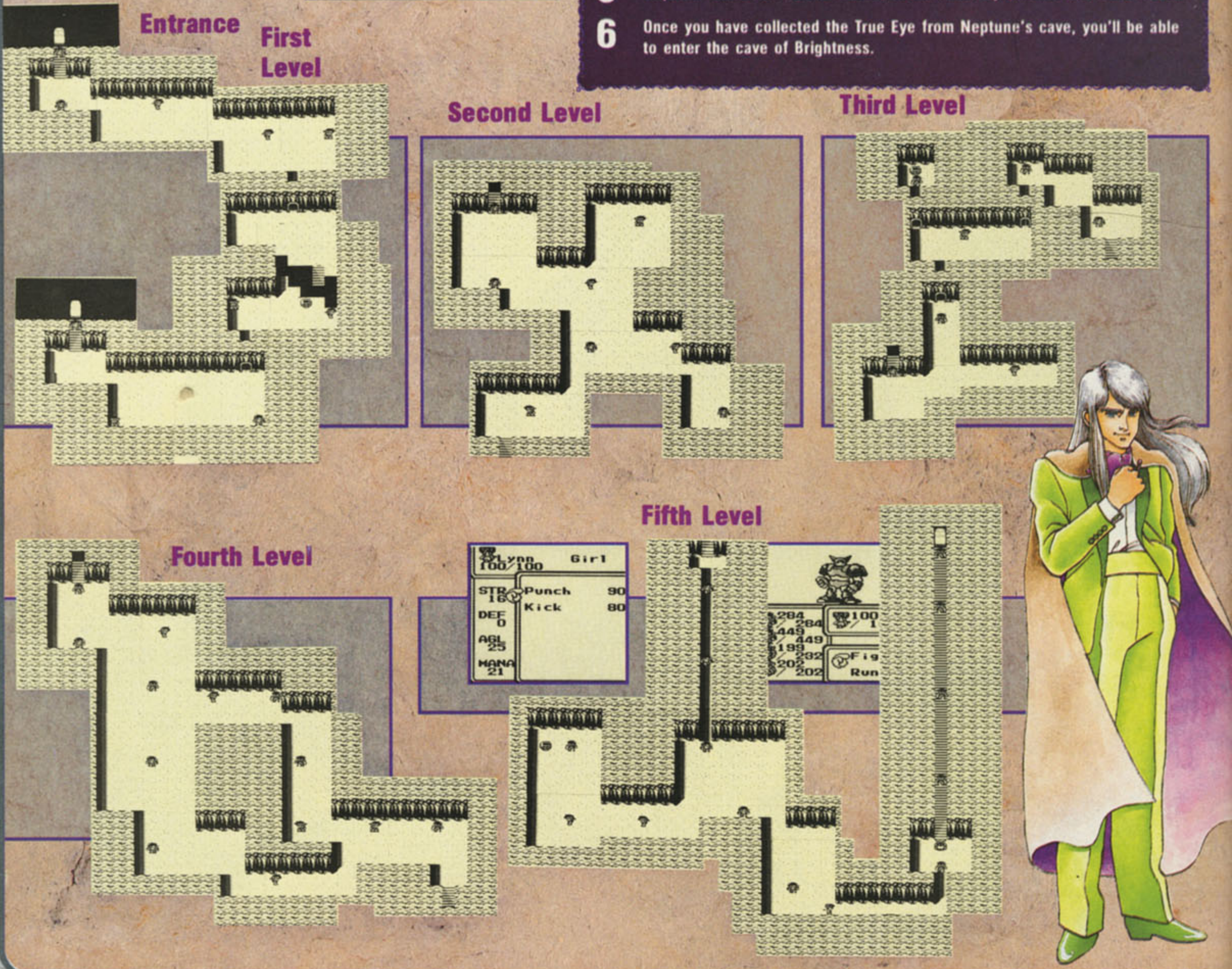
2 You'll find out that a girl from the mountain town is lost in the cave.

3 Enter the cave of Dunatis and search for the lost girl of the mountain town.

4 The people of the sea town will let you know how to enter the water.

5 Neptune's cave is a volcano where, as the riddle says, flames burn underwater.

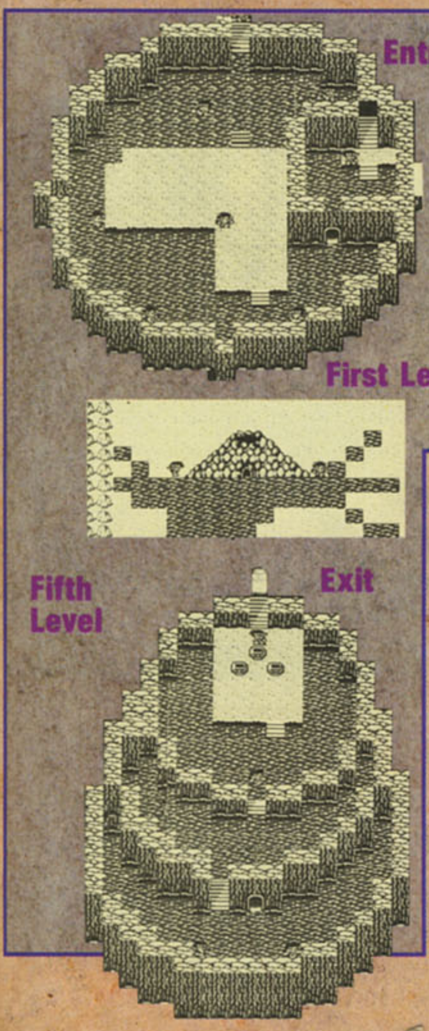
6 Once you have collected the True Eye from Neptune's cave, you'll be able to enter the cave of Brightness.

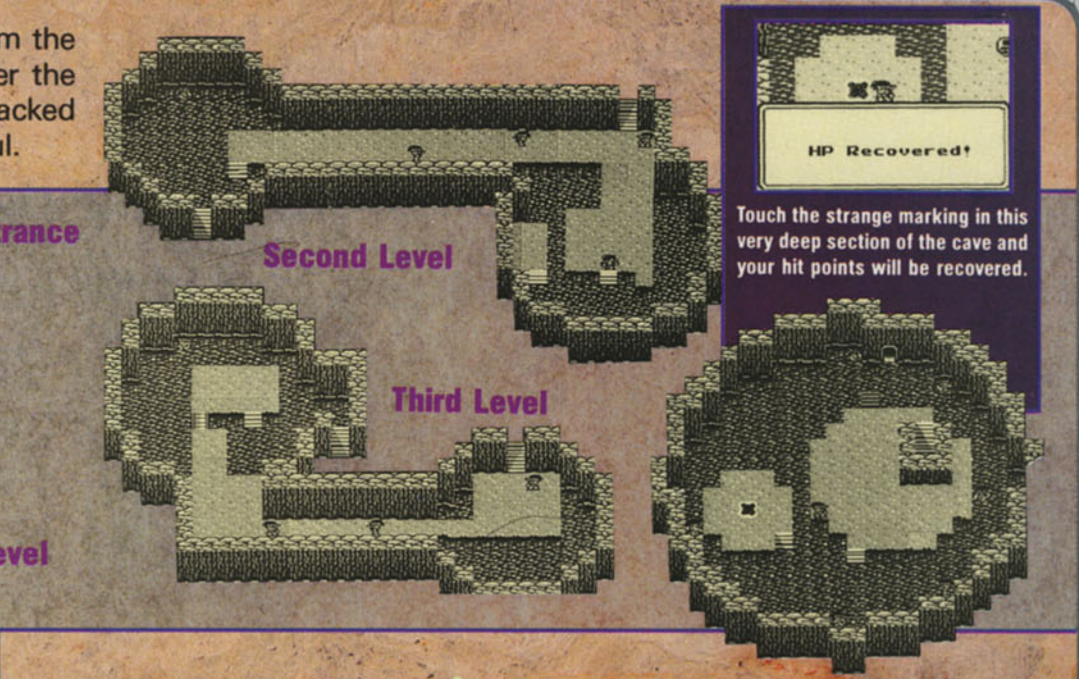


Entrance
First Level
Second Level
Third Level
Fourth Level
Fifth Level
Lynn Girl
100/100
STR 18 Punch 90
DEF 0 Kick 80
AGL 25
MANA 21
284 284
449 449
199 232
202 202
100 1
Fight
Run

6B The Cave of Neptune

Enter the water due south from the sea town and you will discover the volcano cave of Neptune. It is packed with damaging lava. Be careful.


Entrance
First Level
Fifth Level
Exit

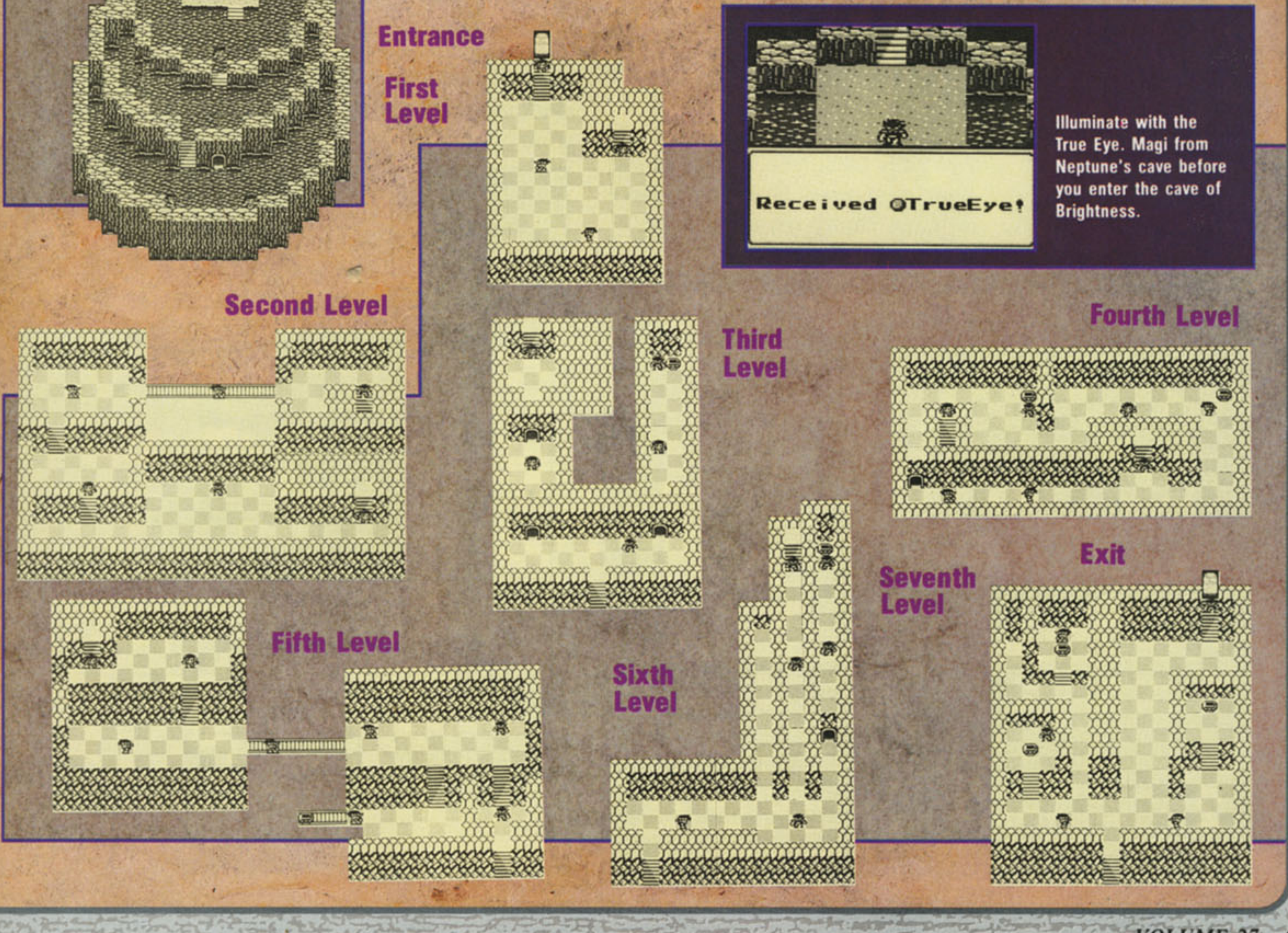

Second Level
Third Level

HP Recovered!

Touch the strange marking in this very deep section of the cave and your hit points will be recovered.

6C The Cave of Brightness

Apollo's riddle speaks of a place where darkness shines brightly. If you have the True Eye Magi from Neptune's cave, you'll be able to make your way through the darkness in this cave and explore it for more Magi.


Entrance
First Level
Second Level
Third Level
Fourth Level
Fifth Level
Sixth Level
Seventh Level
Exit

Received ◎TrueEye!

Illuminate with the True Eye. Magi from Neptune's cave before you enter the cave of Brightness.

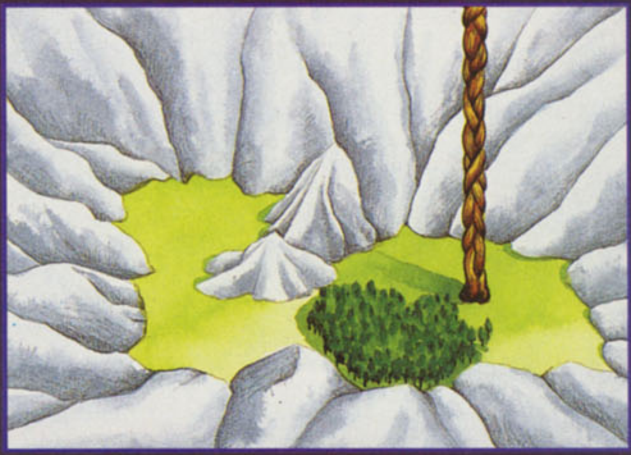
7 Guardian Base Four Magi

The Guardian base is hidden below a town. You'll find out in the pub that the only way to get into the base is by playing the right tune on the jukebox. The guardians are heroes. Choose an appropriate tune.

There are many places to explore in the town above the Guardian base and in the base itself. Before you go into the base, make sure that you buy weapons and items from the town stores.

8 Monster World Two Magi

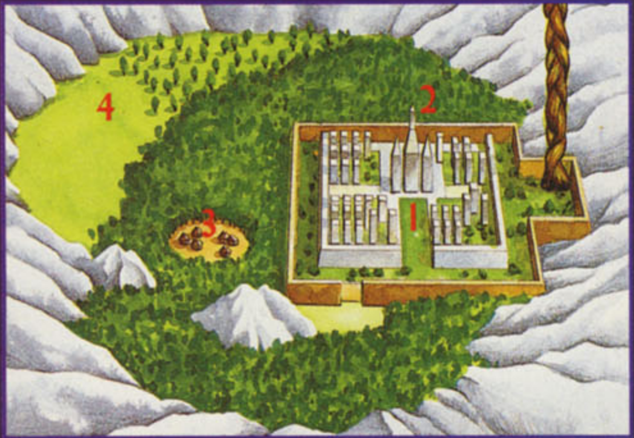
Once you get into the Guardian base, Monsters will attack and kidnap Lynn, the girl that you saved in the Cave of Dunatis. Follow the monsters to their land and fight them for their stolen Magi.



The monsters have taken Lynn to their world. Go there via the Pillar of the Sky and track down the monsters. If you are strong, you will be able to defeat the monsters.

9 Venus' World 17 Magi

The goddess Venus allows only beautiful things in her city. Everything else has been cast away. Solve a mystery in her world and you will earn many mystical Magi.



1 You'll find that Venus' city has many beautiful items.

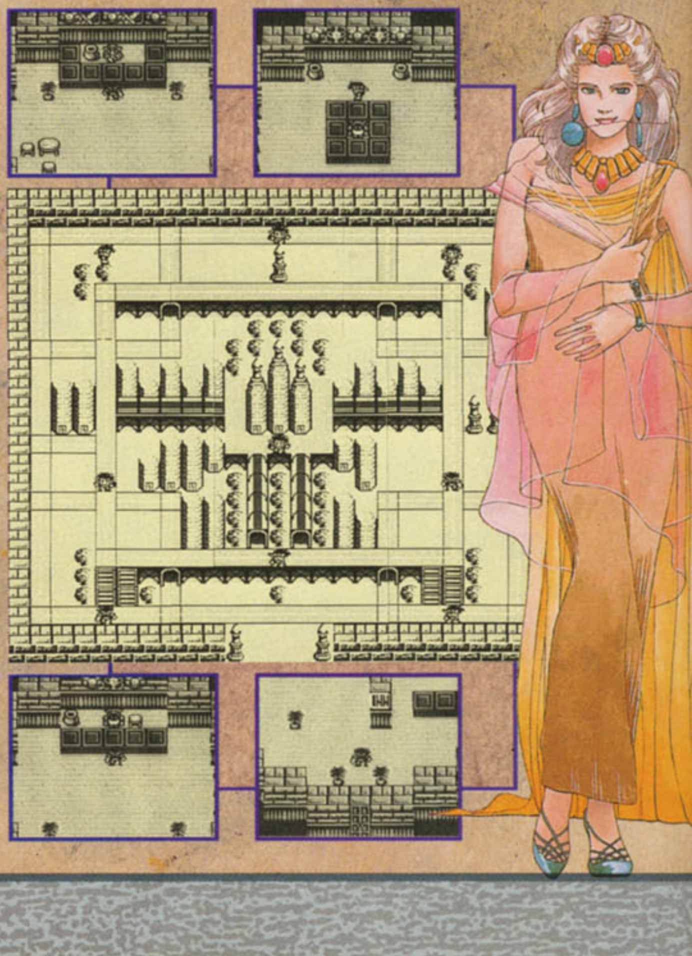
2 Explore the sewers to uncover the mysteries of the city.

3 The outcasts of Venus' city live in their own town. There, you will find a man who is engaged to a woman from Venus' city.

4 The Seismic Zone is a strange, earthquake ridden section of the world.

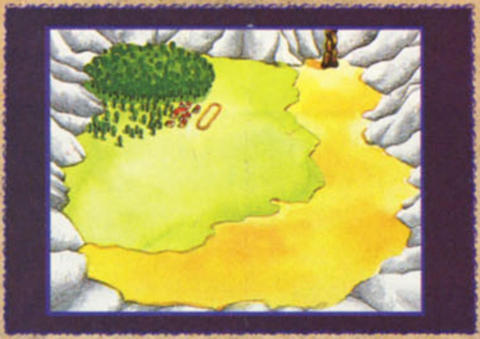
9A Venus' City

Talk to the citizens, buy items in the stores and uncover the secrets of this strange and beautiful metropolis.

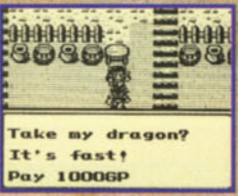


10 Dragon World Four Magi

The people of this world are very big fans of dragon racing. Join in on the races and you will find the Magi on the dragon racing track.



The Dragon World consists of the city and the track where the people race dragons.

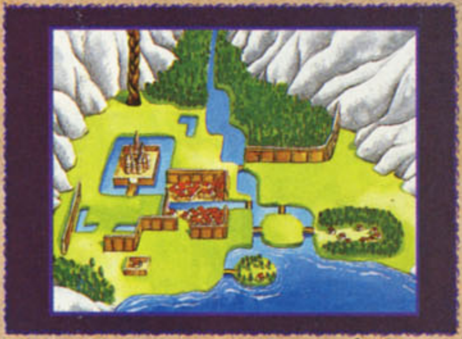


Take my dragon?
It's fast!
Pay 1000GP

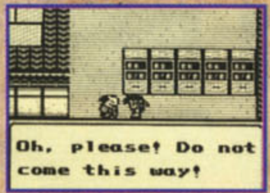
Rent a fast dragon and it will be easier to collect the Magi which have been scattered along the track.

11 Shogun's World Four Magi

You'll have to play detective and uncover a banana smuggling ring in this world. The Shogun is a very strong opponent.



The huge world of the Shogun includes the Shogun's castle, two cities, a seaport and a courthouse.

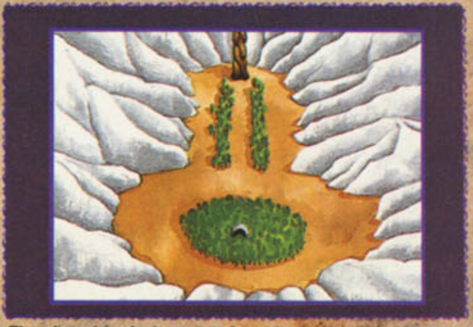


Oh, please! Do not come this way!

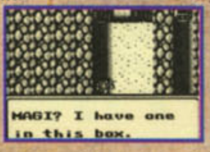
The banana-smuggling suspect is often in the middle of this path. Wait until he's gone, then move on.

12 Dungeon World One Magi

Unless you want to pick up the other valuable items that are hidden in the dungeon, you can just take the Magi and run.



The dungeon is large and packed with very tough monsters. Don't enter unless you're ready for a fight.

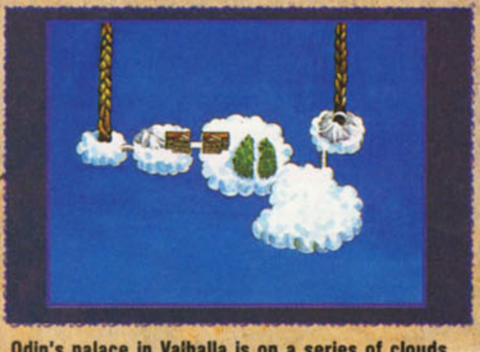


MAGI? I have one in this box.

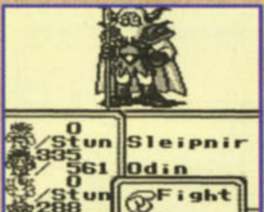
The Magi is near the entrance of the dungeon. If you don't want to investigate the rest of the dungeon, you can just take it and leave.

13 Odin's World Eight Magi

If your party has been defeated before, you'll be acquainted with the powerful Odin. Now he wants to battle. Defeat him and you'll earn his Magi.



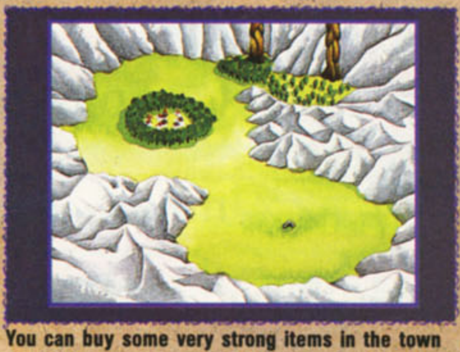
Odin's palace in Valhalla is on a series of clouds that are connected by bridges.



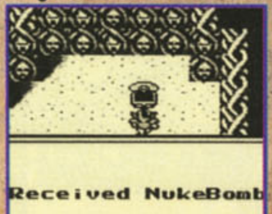
Now that you are strong, Odin intends to put you in your place. Fight him for control of the Magi.

14 Final World Two Magi

Apollo is waiting for you to collect all of the Magi so that he can steal them away from you and use them for his own evil plans. Watch out!



You can buy some very strong items in the town that will come in handy while you're tackling the dungeon.

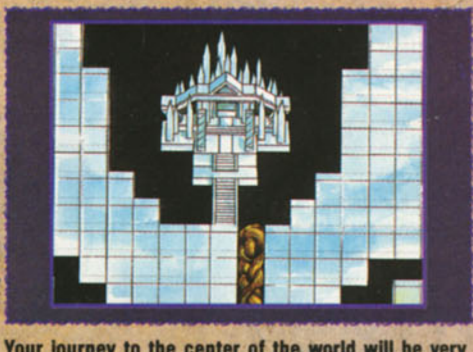


Received NukeBomb

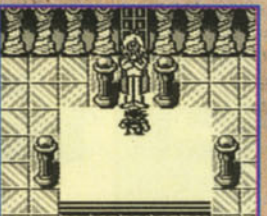
Make sure that you pick up strong weapons. Nuke Bombs, Missiles and Vulcan Cannons are the best.

15 Celestial Temple And Center Of The World

Now that Apollo has the Magi, you must fight him, get the Magi back, and destroy them in the center of the world before they fall into the wrong hands again.



Your journey to the center of the world will be very dangerous and full of surprises. Be careful.



Teach Apollo a lesson and take away the Magi before he can use them to increase his evil power.

DAYS OF Thunder™

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Hardees
SUPER
OPTIONS
15 RACE LAPS
PRACTICE
QUALIFY
OFF

So You Think You're A Stock Car Driver?

Rookie Stock Car Driver Cole Trickle, as portrayed in the hit movie, has a natural talent for driving stock cars around a racetrack. He is cocky and confident, declaring, "You build me a car and I'll win Daytona next year." Slip on Cole's racing suit and compete at Daytona Beach as well as four other racetracks. Use the Four-Player Adapter to race up to 40 laps against three friends.

Five Grueling Racetracks

Nintendo Power

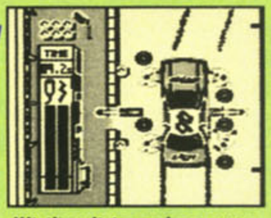
DAYTONA

Cole's Ultimate Challenge!

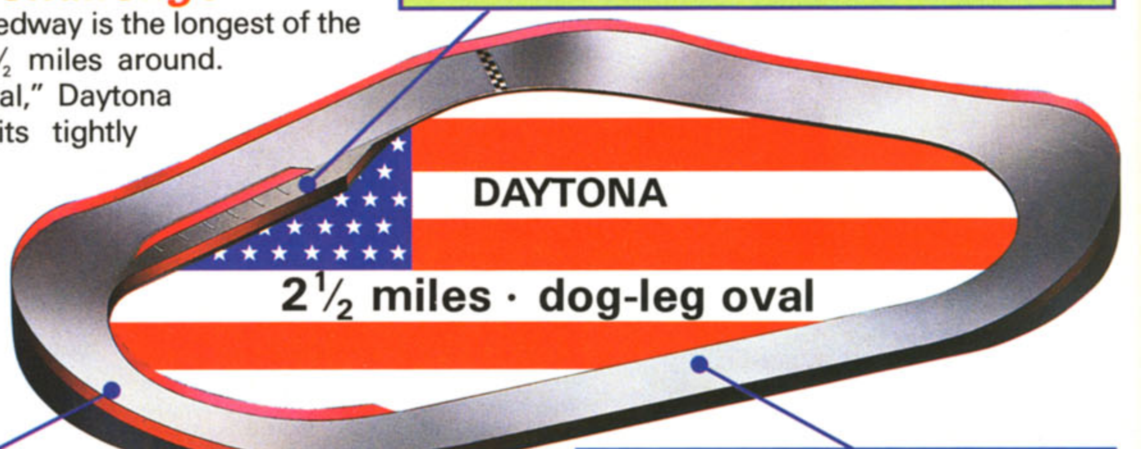
Daytona International Speedway is the longest of the five tracks, measuring 2½ miles around. Laid out in a "dog-leg oval," Daytona challenges racers with its tightly banked curves.

Wanted: Good Pit Crew

To take the checkered flag in longer races, Cole needs a skilled pit crew to replace worn tires, repair his engine, and refuel his car.

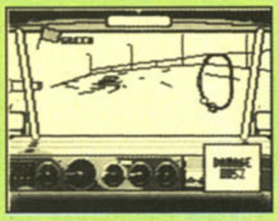


Hit the pit to replace worn tires with a fresh set.

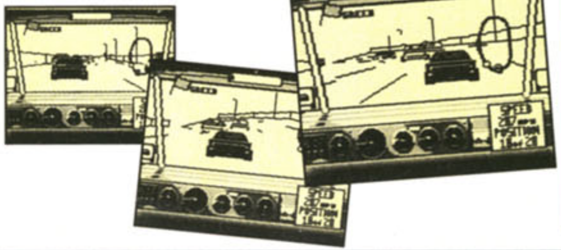


TIGHT TURNS

Daytona's tight curves are banked steeply to allow racers to maintain speed.

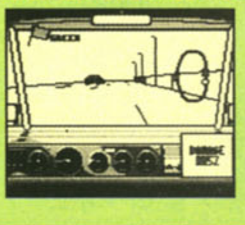


Screech tightly through the turns!



TEAR UP THE STRAIGHTAWAYS!

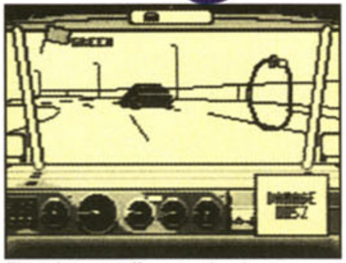
Use the straightaways to zip past other cars and improve your position.



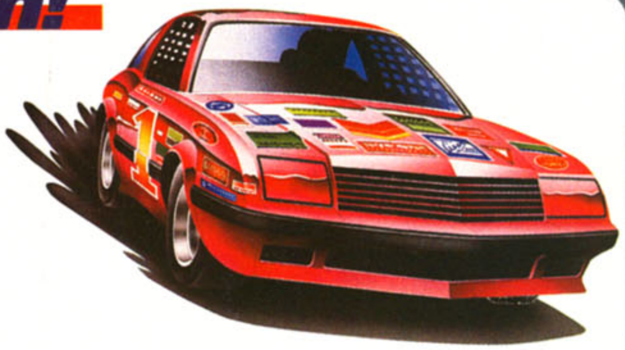
Helpful Hints For A Winning Run!

1 IN-OUT-IN

To quickly shoot the turns, start in the outside lane of the track going into the turn, cut to the inside lane during the turn, and drift back to the outer lane as the track straightens.

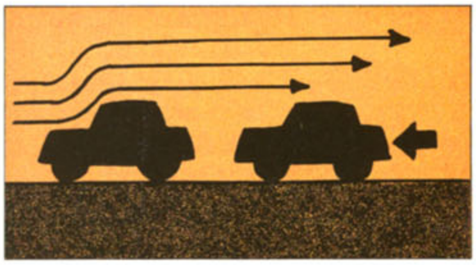


The shortest distance is always a straight line!



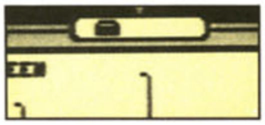
2 SLIPSTREAMING

It takes a lot of power to cut through the wind at high speeds. Slipstreaming means tucking in right behind a rival car so that it cuts through the wind for both of you. You'll use his horsepower and conserve your own!



3 WATCH YOUR REAR

Keep an eye on your rear-view mirror to spot challengers for your position.



Someone moving up on you? Stay in front and block him!

4 HIT THE PITS

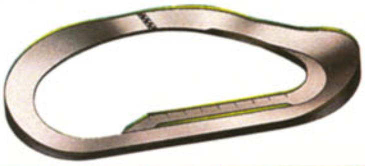
Check your tire gauge frequently to see how your tires are holding up. Head into the Pit if they're worn out!

4 PLAYERS!

For a really exciting race, grab a few friends and the 4 Player Adapter to see who can leave whom in the dust as you each squeal away in a race to try and win at Daytona!

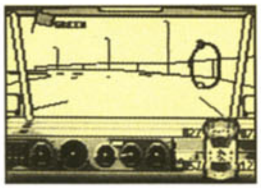
DAYS OF Thunder
HOW MANY PLAYERS ?

PHOENIX

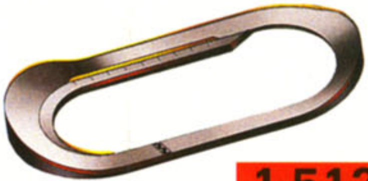


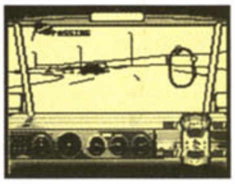
1 mile · dog leg oval

Phoenix International Raceway looks similar to Daytona, but is much shorter.



ATLANTA

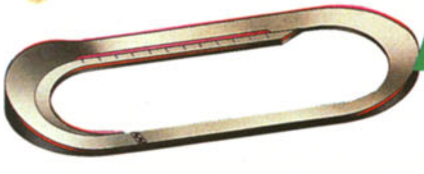




1.512 miles · oval

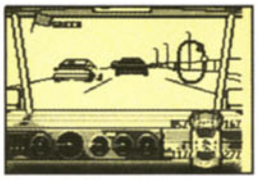
Atlanta International Raceway is a fun little track—two turns, two straightaways, and only 1.512 miles from start to finish!

MICHIGAN



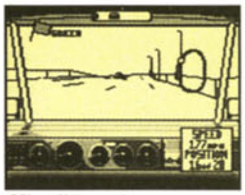
2 miles · oval

Also an oval track, Michigan Speedway's turns are longer and more sweeping than Atlanta's.

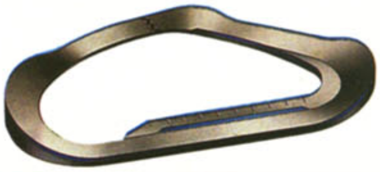


Keep to the middle lane and guard your position.

MIAMI



Miami's track is narrow.



1.39 miles · dog leg oval

Miami International Raceway is the shortest track of the five.

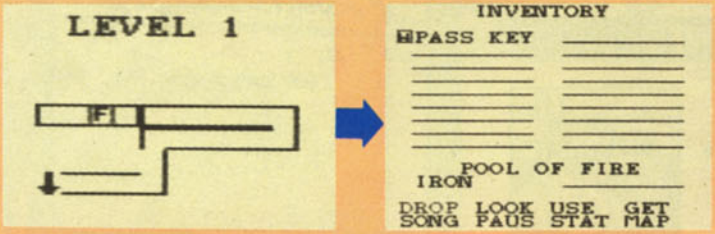
Game Boy Classified

MYSTERIUM

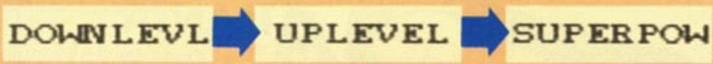
From Agent #214

Pass Key

The doors of the Mysterium will open instantly when you get your hands on the powerful Pass Key. Call up the map and, while it is displayed, press the A and B Buttons, the Start Button and Left on the Control Pad all at the same time. Then check your inventory and you'll see that the Pass Key has appeared. Use it to open any door or change it into another useful item. Just drop it into a pool and it will transform into the "Down Level" which you can use to take you deeper into the Mysterium. Drop the Down Level into a pool and it will change into the "Up Level". Then, drop the Up Level into a pool and you will earn an item known as the "Super Power". Use the Super Power and you will be invincible to enemy fire!


LEVEL 1
FI
INVENTORY
PASS KEY
POOL OF FIRE
IRON
DROP LOOK USE GET
SONG PAUS STAT MAP

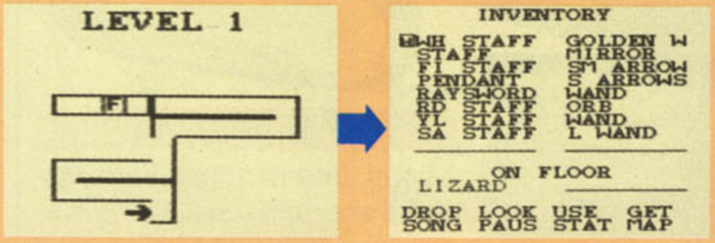
When the map is displayed, press A, B, Start and Left at the same time to earn the Pass Key.


DOWNLEVL
UPLEVEL
SUPERPOW

Drop the Pass Key into a pool to earn the Down Level, drop the Down Level to earn the Up Level and drop the Up Level to earn the Super Power.

Inventory Overload

Fill up your Inventory with a load of super valuable items including the Golden Wand with a quick code. Call up the map. Then press the B Button, the Select Button, and Up on the Control Pad, all at the same time. When you go back to the inventory, you'll see that it has been filled to the brim with tons of weapons and other items.


LEVEL 1
FI
INVENTORY
WH STAFF
STAFF
FI STAFF
PENDANT
RAYSWORD
RD STAFF
YL STAFF
SA STAFF
GOLDEN W
MIRROR
SM ARROW
S ARROWS
WAND
ORB
WAND
L WAND
ON FLOOR
LIZARD
DROP LOOK USE GET
SONG PAUS STAT MAP

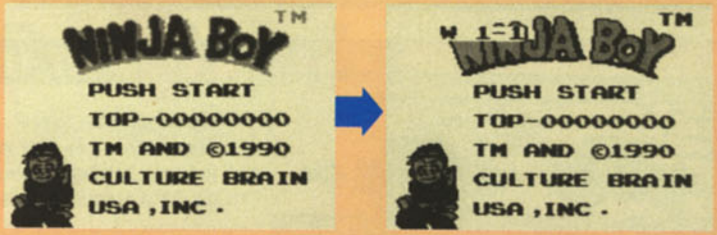
Call up the map and press B, Select and Up at the same time. You'll earn an impressive array of items.

NINJA BOY

From Agent #903

Stage Select Plus

Check out the advanced levels of this action-packed martial arts exercise and pick up some extra fighters and moves at the same time. When the Title Screen appears, press the direction keys on the Control Pad and the A and B Buttons in the folowing order: Up, Up, Down, Down, A, B, A, B. Then press and hold the A Button and press the Start Button. "W 1-1" will appear in the top left corner, indicating that World 1-1 is the current stage. Press Up and Down on the Control Pad to change the stage number, then press the Start Button to begin. You'll start with 80 fighters in reserve and with the ability to send out 99 Miracle Kicks!


NINJA BOY TM
PUSH START
TOP-00000000
TM AND ©1990
CULTURE BRAIN
USA ,INC .
W 1-1

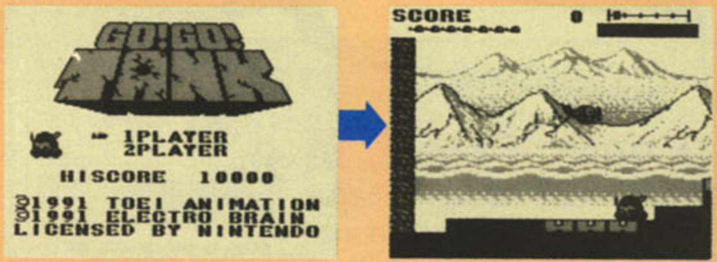
Press Up, Up, Down, Down, A, B, A and B. Then press and hold A and press Start. The stage number will appear. Change it by pressing Up and Down.

GO! GO! TANK

From Agent #777

Seven Chances

Start your mission with seven vehicles in reserve instead of the usual three by entering a sizable code. On the Title Screen, press Left, Up, Right, Up, Left, Left, Up, Right, Up, Left, Up and Right on the Control Pad. Then press the Start Button. The game will begin and you will have seven planes or tanks in reserve. When the game is over, just start again and you'll have another seven chances.


GO! GO! TANK
1PLAYER
2PLAYER
HISCORE 10000
©1991 TOEI ANIMATION
©1991 ELECTRO BRAIN
LICENSED BY NINTENDO
SCORE
0

On the Title Screen, press Left, Up, Right, Up, Left, Left, Up, Right, Up, Left, Up and Right for seven planes or tanks.

NOW PLAYING

Title	Company	Play Info	Power Meter G	P	C	T	Game Type
Bill & Ted's Excellent Game Boy Adventure	LJN Toys	GL	2.7	3.3	2.7	2.8	Action Puzzle
Bill Elliot's NASCAR Fast Track	Konami	GL	3.0	3.1	3.3	3.3	Driving
Crystal Quest	Data East	1P	2.6	2.9	2.7	2.4	Adventure
Days Of Thunder	Mindscape	GL-4	2.2	2.4	2.4	2.7	Driving
Fastest Lap	NTV	GL	3.1	3.1	3.0	3.2	Driving
Final Fantasy Legend II	Square	1P/ Batt	3.9	3.6	4.0	4.3	Role Playing
Klax	Mindscape	1P	2.6	3.8	3.0	3.2	Action Puzzle
Mega Man In Dr. Wily's Revenge	Capcom	1P/ Pass	3.8	4.1	4.0	4.3	Adventure
Mr. Do!	Ocean	GL	3.6	3.6	3.1	3.0	Action Puzzle
The Punisher	LJN Toys	1P	3.3	3.6	2.7	2.7	Crime Fighting Action

Game Boy Chart Key:

1P=One Player
GL=Game Link—Two Players
GL-4=Game Link—Four Players
Pass=Password
Bass=Battery

G=Graphics and Sound
P=Play Control
C=Challenge
T=Theme and Fun

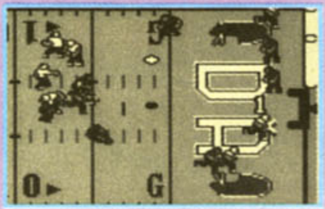
Game are evaluated with ratings from 1 (poor) to 5 (excellent).

COMING SOON

Castlevania II—Belmont's Revenge from Konami features a four castle stage select and plenty of new traps and monsters for Simon to negotiate. It should be out in October, just in time for Halloween.

Castlevania II—Belmont's Revenge

We're also expecting a sequel to Teenage Mutant Ninja Turtles—Fall of the Foot Clan from Ultra. There's no telling who the Turtles will be after this time. Watch for a November or December release. Another group of green fighters, the Battletoads, are expected to make their Game Boy debut later this year. The Game Boy version of Tecmo Bowl should be out next month. Fans of the NES version should be pleased. This direct translation even uses the same passwords!



Tecmo Bowl

GAME BOY TOP 10

1 Super Mario Land

MARIO×01 WORLD TIME
21620 ×52 1-3 387

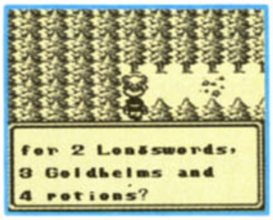
With the release of Super Mario World for the Super NES, Mario will probably be #1 on all three systems. What a hat trick!

2 TMNT: Fall Of The Foot Clan

THE ENEMY MUST BE NEAR. APRIL IS SCREAMING.

The heroes in a half shell battle back from #3 and settle into #2 in the Top 10. Can they challenge Mario for #1 next month?

3 Final Fantasy Legend

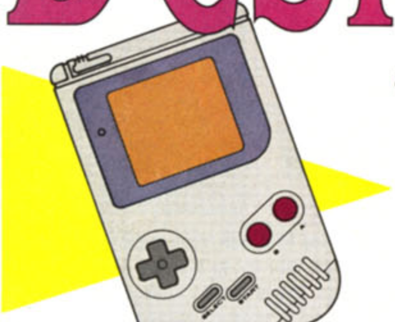


This long and intense RPG is #1 with our Pros. You can read about the sequel, Final Fantasy Legend II, in this issue.

4 Dr. Mario
5 Tetris
6 F-1 Race
7 Operation C
8 Castlevania: The Adventure
9 Mega Man In Dr. Wily's Revenge
10 Batman

Game Boy Top 10 rankings are determined by the votes of the Pros at Nintendo HQ, sales at NES retailers and votes by readers of Nintendo Power. You can vote for your favorite Game Boy games by filling out your Player's Poll entry and sending it to us.

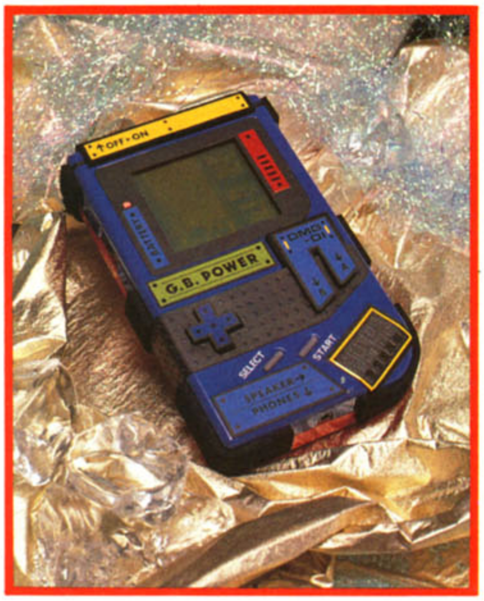
GAME BOY ultimate Design Contest!

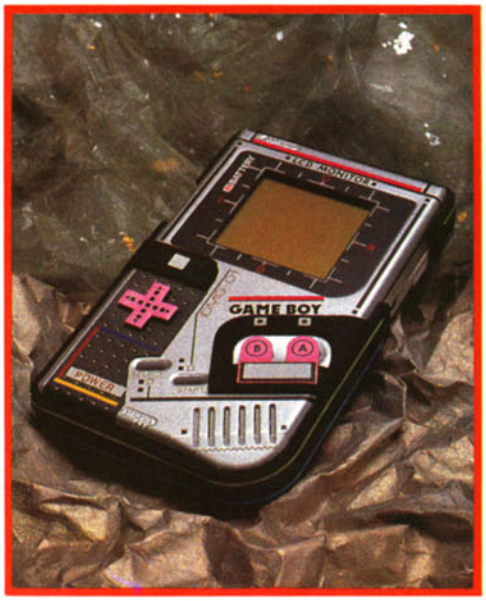


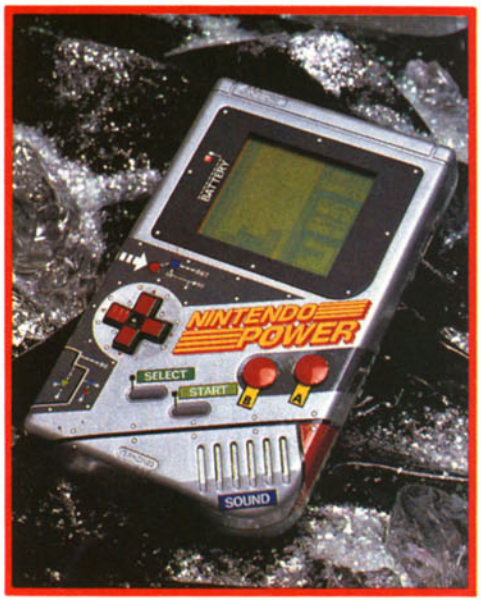
Did you ever wish that your Game Boy wasn't the same Game Boy that everyone else has? Maybe you thought it would look rad in red or fantastic with fins. If you think you have a classic conversion idea for a Game Boy, then this is the contest for you.

Create Your Own Custom Game Boy Design

Sharpen your pencils and wet your brushes, then use your imagination and a photocopy of the template on the facing page to make your wildest Game Boy designs come to life. (Don't use your actual Game Boy, since you might damage it during the conversion.) You can draw, paint, color or paste your most radical and artistic ideas onto the template. Don't hold back, and don't worry if your design isn't practical; we want to see your best stuff. You can win one of the hot custom Game Boys pictured below or have your own design actually come to life on a Game Boy that will be featured in a future issue of Nintendo Power. So, if you ever wanted a Game Boy with metallic wings, dragon tails, or just a slick racing stripe, now is your chance.


↑OFF • ON
G.B. POWER
SELECT
START
SPEAKER→ PHONES↓


LCD MONITOR
GAME BOY
B
A
POWER


BATTERY
NINTENDO POWER
SELECT
START
B
A
SOUND

3 Grand Prizes

Three talented designers will have their classic concepts chosen by our panel of Power Judges. Each winning entry will be converted into a custom Game Boy system for the winner, and each winning system and designer will be featured in Nintendo Power.

3 Runners Up

The three Game Boy designers judged to be runners-up in the contest will receive one of the custom Game Boy systems pictured on the facing page.

Official Contest Rules

All entries for the Game Boy Ultimate Design Contest must include the name, address and phone number of the designer. The winners will be selected on or about September 15, 1991 by the Nintendo Power staff. Three grand prize winners will each receive a Game Boy customized with their winning designs, and the customized Game Boys will appear in a future issue of Nintendo Power. Three runners-up will receive three customized Game Boys as pictured in Nintendo Power. All prizes will be awarded. There will be no substitutions. By acceptance of their prizes, winners consent to the use of their names, photographs, or other likenesses for purpose of advertising or promotion on behalf of "Nintendo Power" magazine and Nintendo of America Inc. All designs entered in the Game Boy Ultimate Design Contest become the property of Nintendo of America Inc. and cannot be returned. The contest is not open to employees of Nintendo of America Inc., their affiliates, agencies or immediate families.

This contest is void where prohibited by law, and is subject to all federal, state, and local laws and regulations. No purchase is required to enter the contest.

Send your template design to the address below. Do not send your Game Boy.

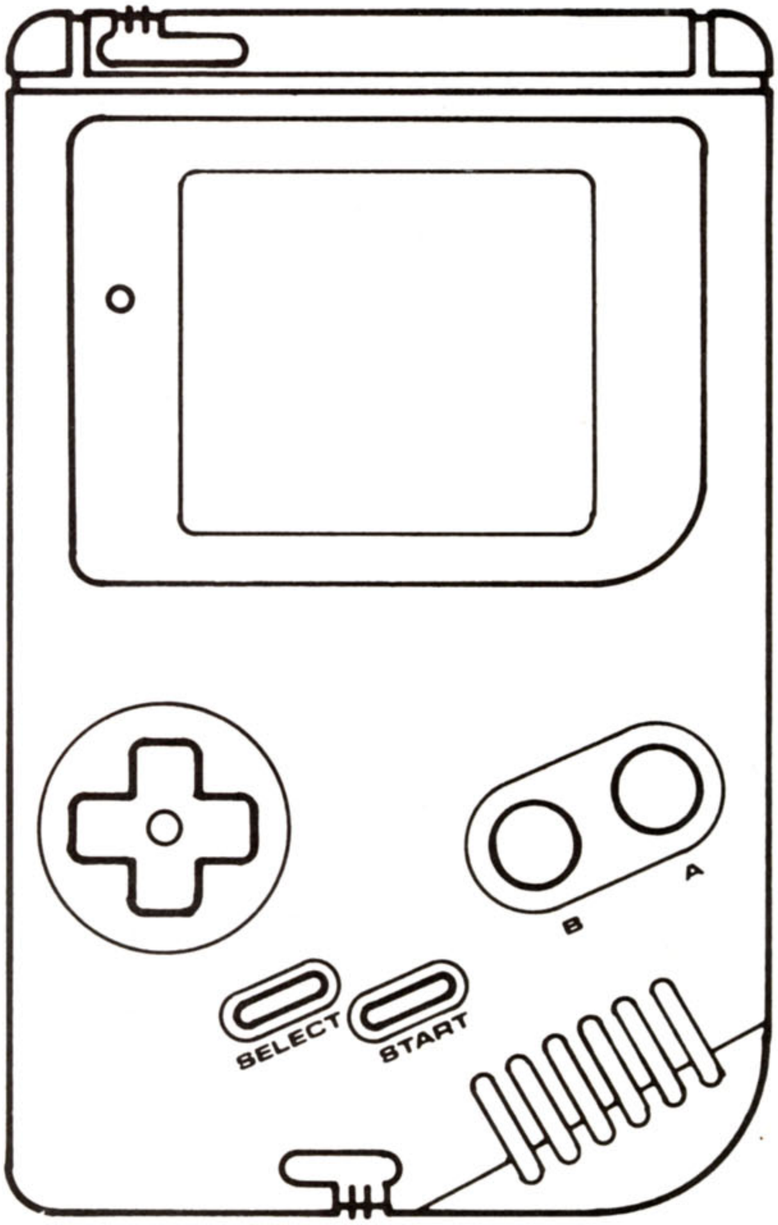
Game Boy Ultimate Design Contest
P.O. Box 97062
Redmond, WA 98073-9762

Name:______________________________

Address: ____________________________

City:__________ State:___ Zip:______

Phone # (   )______________________



SUPER NINTENDO®
ENTERTAINMENT SYSTEM

A host of hot games is lined up and waiting, even before the Super NES arrives in the U.S. Several titles will be released as soon as the system becomes available, and many more will be released shortly after. This month, we're giving you a quick look at just what the Super NES is capable of in previews of three sure hits. You'll be amazed!

THIS MONTH'S LINEUP:

SUPER MARIO WORLD
GRADIUS III
ACTRAISER

◆

SUPER MARIO WORLD™

THE SUPER NES STRUTS ITS STUFF, BEGINNING WITH THE HUGE WORLD OF SUPER MARIO

NINTENDO
4 MEGABITS
BATTERY BACK-UP
ACTION

THE SUPER MARIO SERIES

JUST KEEPS GETTING BIGGER AND BETTER

When Mario and Luigi first appeared in the original Super Mario Bros. back in 1985, they were an instant hit. Over the years their popularity has continued to grow in subsequent hits, SMB 2 and 3. Players can't get enough of the feisty pair of plumbers! The duo continues to break new ground in the latest Mario adventure, Super Mario World.

SUPER MARIO BROS.

Included with the NES when it was first released, Super Mario Bros. was the pair's first search for the Princess.

SUPER MARIO BROS. 2

Battling Wart, Mario and Luigi are joined by Toad and the Princess in Sub-Con, the dream-like world of Super Mario Bros. 2.

SUPER MARIO BROS. 3

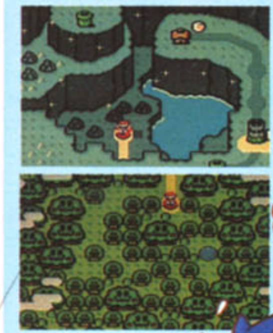
In the third game of the series, Mario dons different identities to fly, swim, hammer and sizzle. He has more moves than ever before.

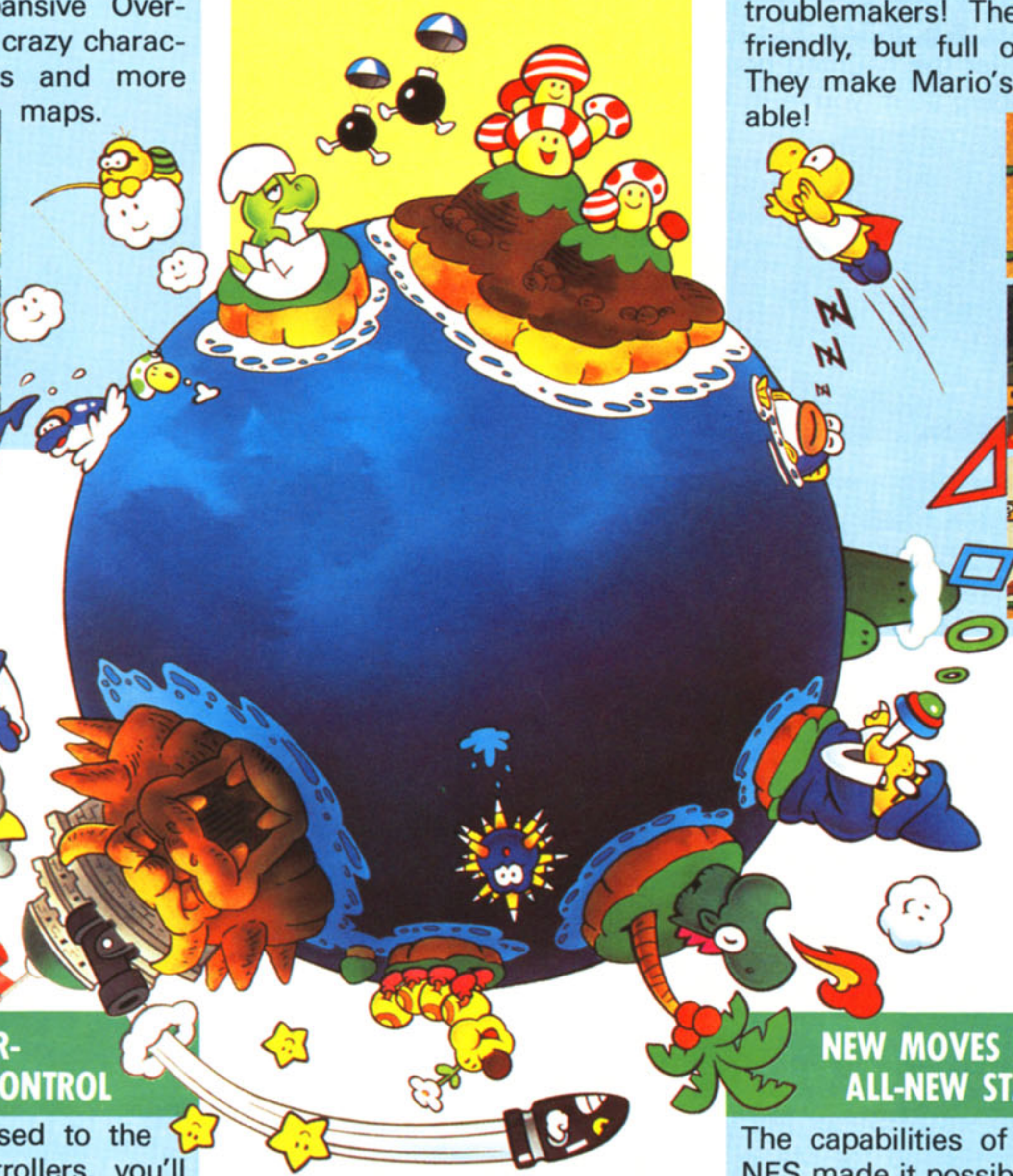
THE SUPER NES MAKES
A HUGE SUPER MARIO WORLD POSSIBLE

Filled with all-new creatures and locations, Mario's latest adventure is gigantic. Wait until you see what he can do now!

DARING NEW AND VARIED DESTINATIONS

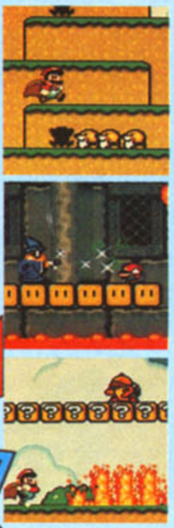
When you take a close look beyond the expansive Overworld, you'll find crazy characters, secret sites and more maps.





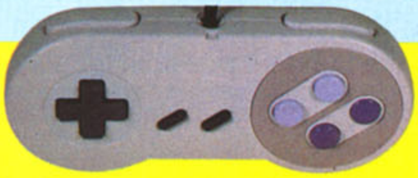
MORE CHARACTERS THAN YOU CAN COUNT

It's tough to keep track of all the troublemakers! They're funny, friendly, but full of mischief. They make Mario's life miserable!



SUPER-SENSITIVE CONTROL

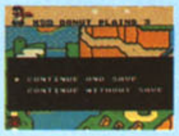
Once you get used to the Super NES controllers, you'll appreciate their added buttons.



Thanks to the new controllers, play action is more life-like than ever. The extra buttons allow Mario to perform some startling new stunts.

SAVE THE DAY

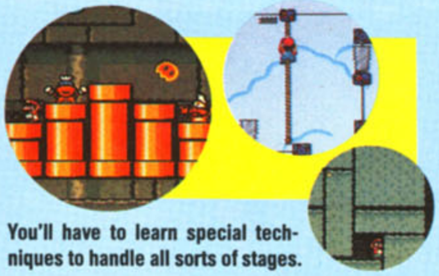
The battery back-up lets you save stages and start where you left off.



Don't start from scratch every time. You can avoid endless repetition of early stages by saving your progress and restarting at points later in the game.

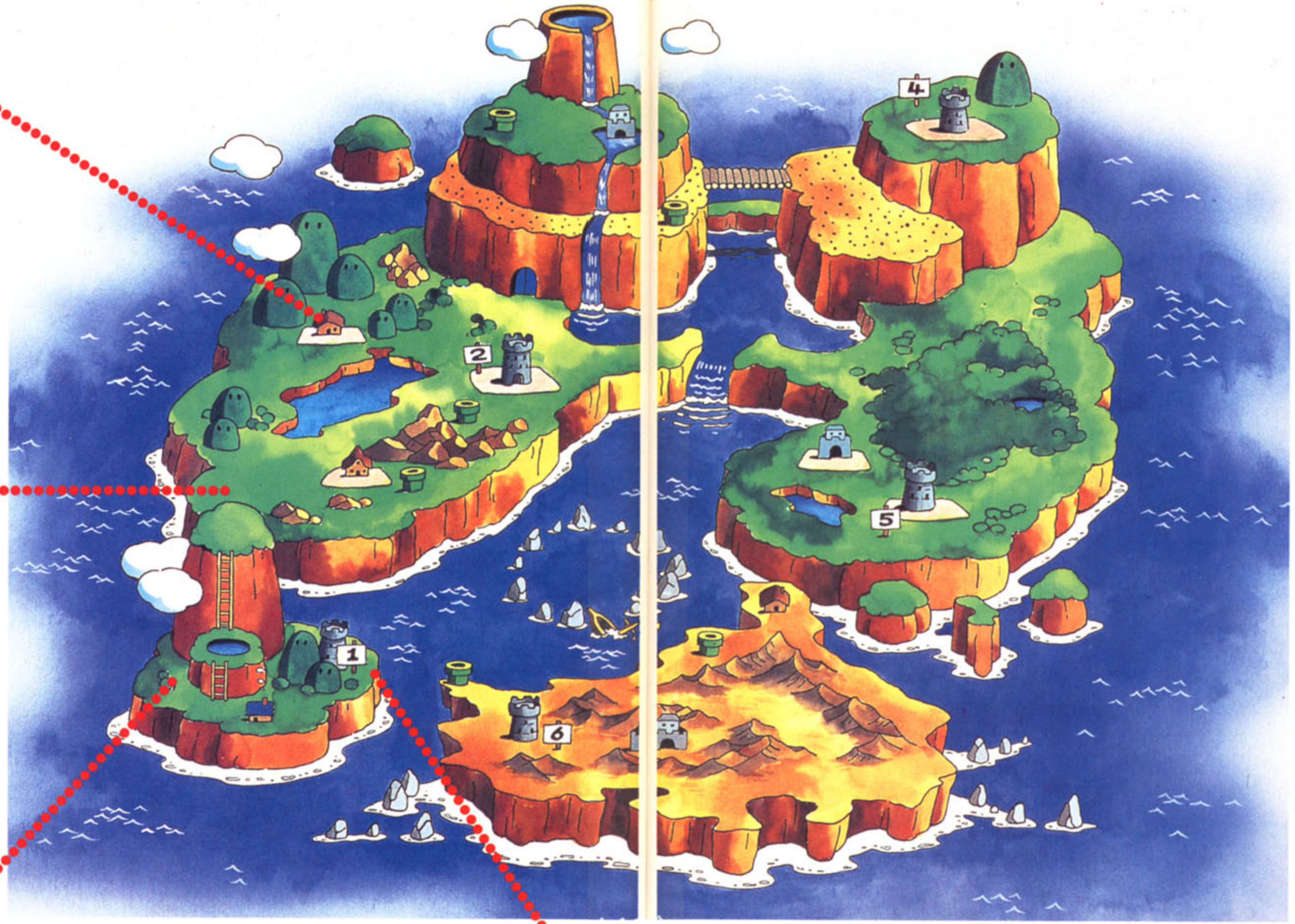
NEW MOVES FOR ALL-NEW STAGES

The capabilities of the Super NES made it possible to create a huge variety of stages.



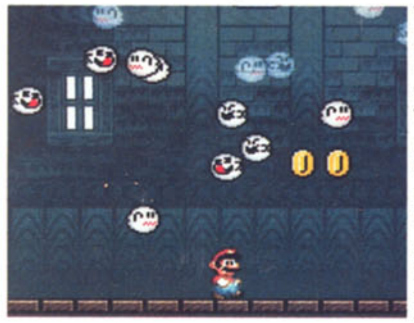
You'll have to learn special techniques to handle all sorts of stages.

The Super NES Makes Super Mario World Super Duper!



GHOST HOUSE GHOULS COME TO LIFE IN 3-D!

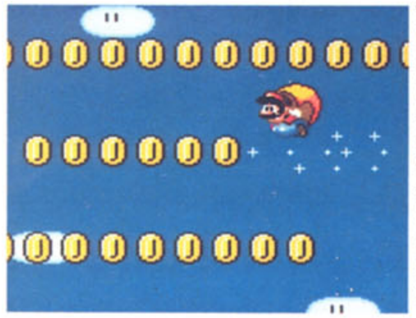
When you enter the haunted houses and hear their doors clang shut, you're in for a fright.



With Super NES technology, lots of moving characters can be on the screen at once without causing it to flash. The Ghost Houses are great examples of the result of this advancement. Tons of mini-ghosts mill about in the darkness, and they're all eager to end your journey. You may think that they're trouble, but you haven't seen the worst yet!

IT'S A BIRD...IT'S A PLANE... IT'S SUPER MARIO!

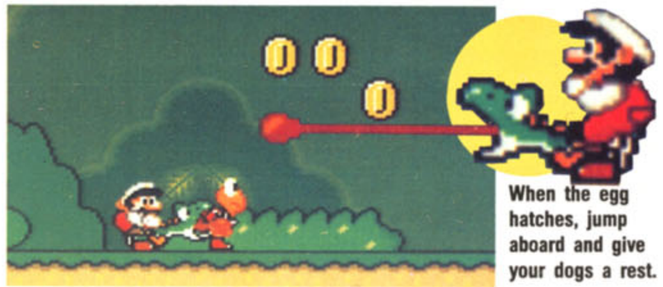
Mario becomes a caped wonder when he latches on to floating feathers. He may not be faster than a speeding bullet, but he sure can fly!



When Mario socks certain birds, they drop feathers that give him the cape. Wearing it, he can jump higher and stay airborne longer than before, which really comes in handy when he enters bonus areas that have coins that are out of regular Mario's reach. As he drifts down, super play control lets you maneuver him to the best landing spot.

MEET MARIO'S NEW PAL, YOSHI

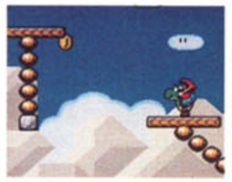
The programmers of Super Mario World have hatched a new friend for Mario, and he's the hungriest little dino you've ever seen! Luckily for Mario, he has a fondness for enemies.



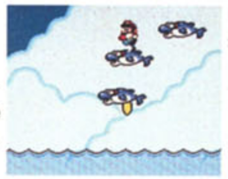
When the egg hatches, jump aboard and give your dogs a rest.

MARIO GOES FROM SKY TO SEA AND BEYOND

There are so many different stages in Super Mario World, above ground and below, that you'll never know what to expect next. The save feature makes it possible for players of all abilities to complete the game.



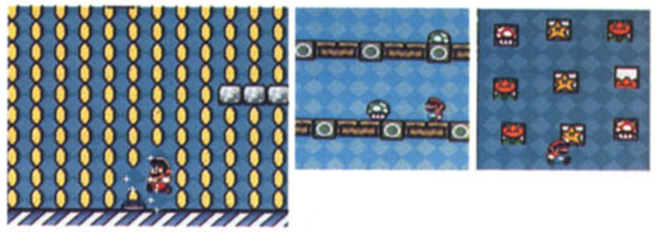
Sky platforms sway back and forth. By timing your jumps accurately, you can use them as stepping stones to solid ground.



Mario gets in the swim of things in underwater stages filled with ferocious fish. Take a ride on the dolphins.

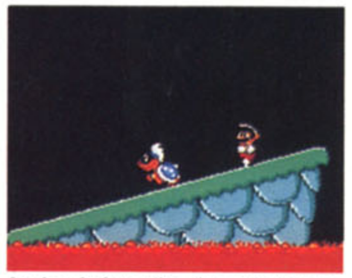
SECRET SCENES LIKE YOU'VE NEVER SEEN

Special stages that are bonus bonanzas let you bank coins, flowers, and 1-Ups. When you find the right pipes, it's worth your time to take a detour. Hidden in some secret spots, you can also find dino eggs and floating feathers.

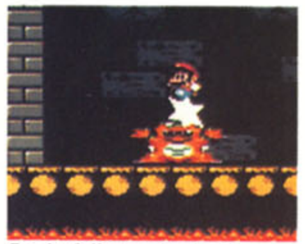


ALL BOSSES HAVE THEIR OWN PERSONALITIES—FIGURE OUT WHAT MAKES THEM TICK

The game has scads of new foes, many of them friendlier looking than those you encounter in other Super Mario games. But then, looks can be deceiving. Because of the particular programming for each enemy, you'll find that battling each takes a unique technique.



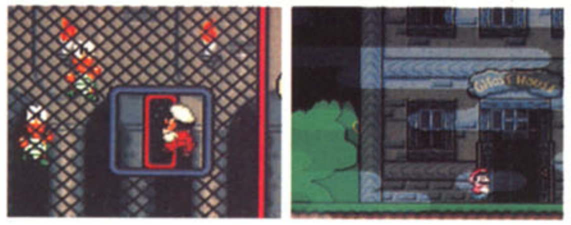
As the platform tilts, time your jumps to miss this masked marvel and stay aboard.



Too hot? Hop on his head.

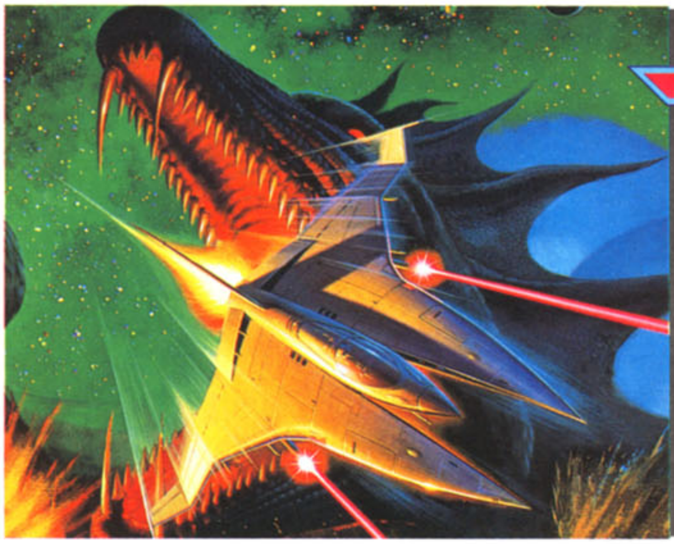
REVOLVING PANELS HAVE MARIO SPINNING HIS WHEELS

By using multiple frames that result in an animated effect, programmers have created amazing dimensional graphics, such as the fence and cloud scenes.



Mario can turn the tables on the fence-climbing turtles by using the revolving doors. In front of the Ghost House, creepy clouds drift all around him.

Hi ho, Yoshi, and away we go! There's a huge world out there to conquer, and we're just the duo to do it!



GRADIUS III™

© KONAMI 1990

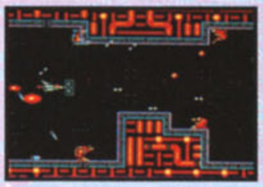
The Classic Space Action Game Like You've Never Seen Before

KONAMI
4 MEGABITS
SHOOTING

The Legend Of Gradius

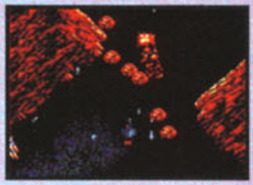
Almost as soon as Gradius appeared in the video arcades, it became a megahit, capturing a king's ransom of quarters and spawning countless imitations. Versions of the classic space shoot 'em up moved on to the NES, Game Boy, and now to the expanding world of the Super NES.

GRADIUS



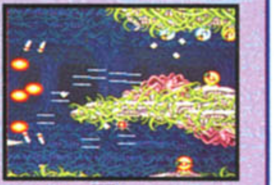
The concept of upgrading your ship was begun in Gradius.

LIFE FORCE



Two-player simultaneous action was introduced with a new bio-world.

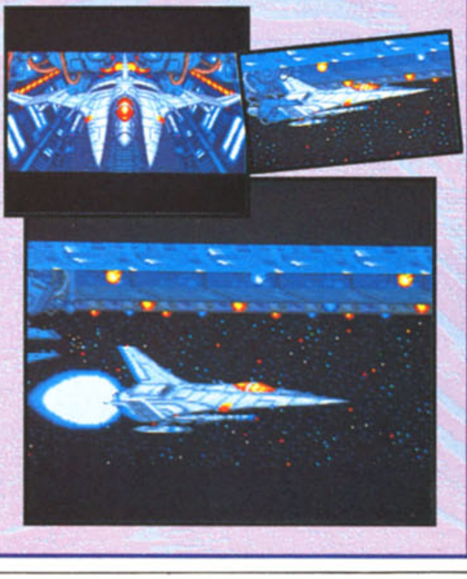
GRADIUS III



Gradius III takes advantage of what the Super NES has to offer.

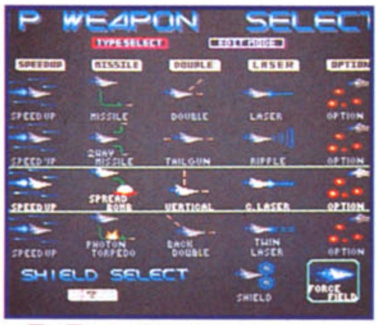
Launch Sequence

Even before you strap yourself in for a battle between the stars, Gradius III is out to blow your mind with an animated sequence of your Vic Viper spacecraft launching from the bay of a mothership. Classy touches like this are found throughout the game.

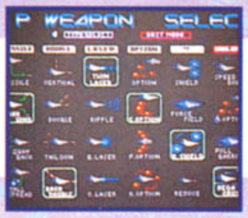


Customize Your Viper

One of the hottest game enhancements is the chance to customize your fighter with weapons, shields, options and more. Choose a weapons set or pick items individually. You can even assign missiles and lasers to be fired by whichever controller button you want!


P WEAPON SELEC
TYPE SELECT
SPEEDUP
MISSILE
DOUBLE
LASER
OPTION
SPEEDUP
MISSILE
DOUBLE
LASER
OPTION
SPEEDUP
2WAY MISSILE
TAILGUN
RIPPLE
OPTION
SPEEDUP
SPREAD BOMB
VERTICAL
C.LASER
OPTION
SPEEDUP
PHOTON TORPEDO
BACK DOUBLE
TWIN LASER
OPTION
SHIELD SELECT
SHIELD
FORCE FIELD

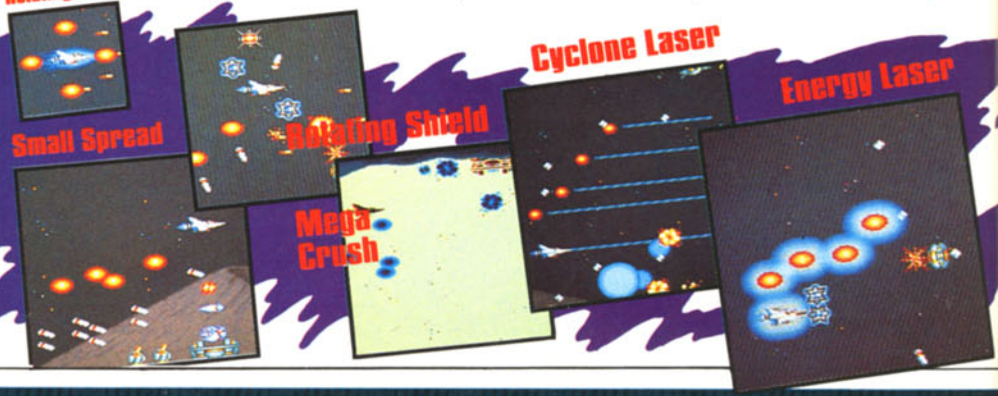
Edit Mode


P WEAPON SELEC
EDIT MODE
TWIN LASER
SHIELD
FORCE FIELD
RIPPLE
VERTICAL
DOUBLE
TAILGUN
E.LASER
REDUCE

As pilot of your fighter, you get to arm yourself to the teeth before heading into the jaws of death. Choose one of each of four different types of missiles, cannon, lasers, options, shields and special weapons.

Custom Power

There are many more combat systems available.

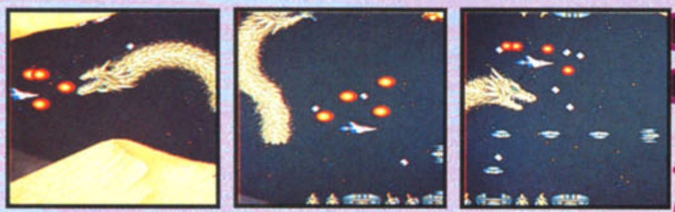

Rotating Option
Small Spread
Rotating Shield
Mega Crush
Cyclone Laser
Energy Laser

© 1991 KONAMI

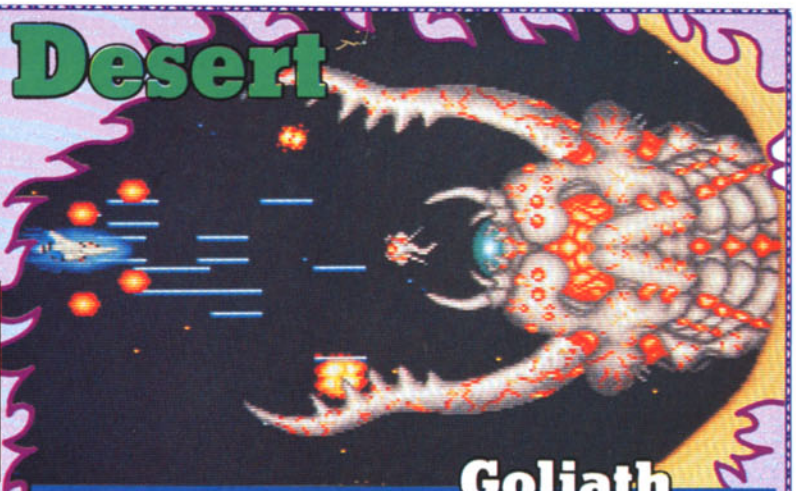
A New Dimension Of Action

Stage 1: The Desert

Your first mission takes you from the edge of space to a desert rippling with enemies. Giant sand dragons attack along with battalions of alien fighters and immobile bases.



Sand dragons, swarms of ships and enemy bases are all lined up to take a shot at you. It'll be a snap if you chose the Easy level, not so easy on Normal or Hard.

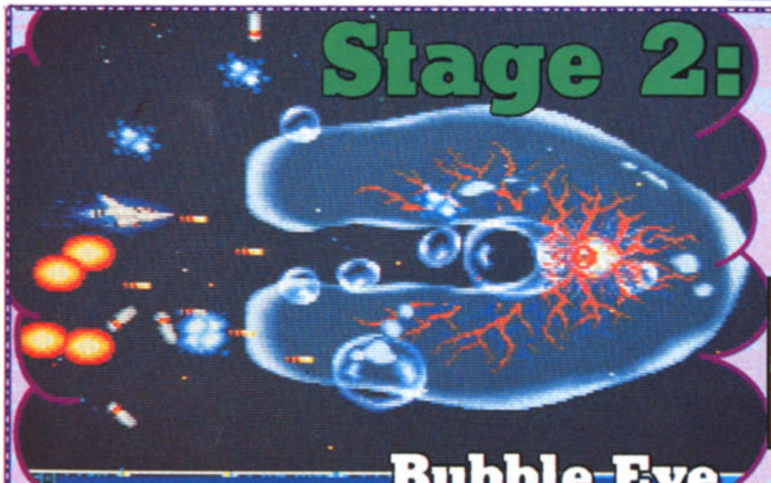


Goliath

A giant ant head with pincer jaws snaps and fires at the Viper pilot. who makes it this far.

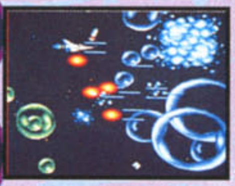
Stage 2: Bubble World

The trouble with bubbles is that once you shoot one, it becomes four smaller bubbles. And bubbles aren't the only problem. Alien ships will be trying to burst your bubble at the same time.

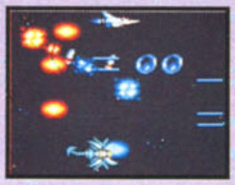


Bubble-Eye

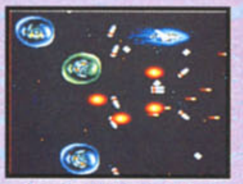
This amoeba-like mass of protoplasmic slime shoots seriously damaging bubbles.



The bubbles keep coming, and when you shoot one, you only make more.



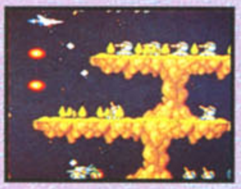
This enemy devours Options, which cuts down your fire power dramatically.



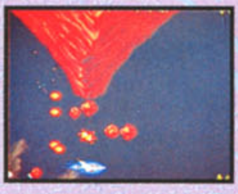
Some of the bubbles have trouble inside– aliens who are hitching a ride, until you release them.

Stage 3: Volcano

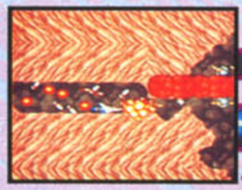
It's an Earth-like paradise with terraces and canyons, but the alien forces are amassed and waiting. Volcanos, similar to the first stage of the original Gradius, erupt with molten rocks.



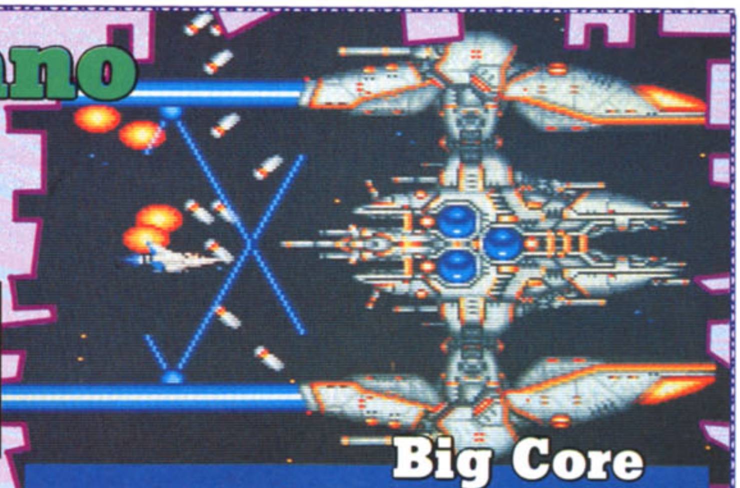
Moving platforms appear suddenly, bristling with enemies.



Gravity means nothing to volcanos. They'll shoot up or down.



Slice through the mud, but watch out for boulders and enemies.

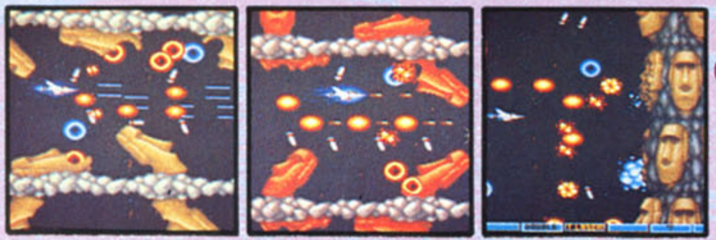


Big Core

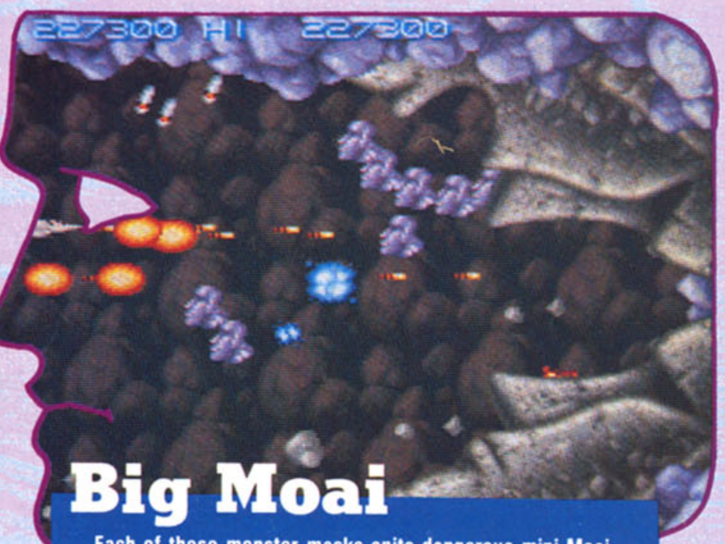
A wide range of laser patterns will keep you dodging when you meet this ship.

Stage 4: Moai

The mysterious statues first encountered on Easter Island return from the original Gradius, but now they are more powerful than ever, and they're looking to get even.



Everywhere you look are the long faces of the Moai—and each one is attacking you. The Red Moai don't wait for you if they're facing the wrong way; they turn around and shoot! And the column of rotating faces near the end must be utterly destroyed.

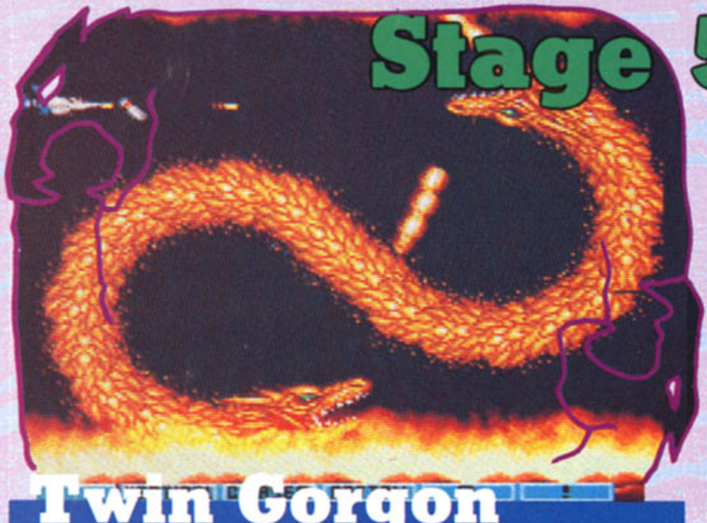


Big Moai

Each of these monster masks spits dangerous mini-Moai. They need to learn some table manners from a master of space etiquette.

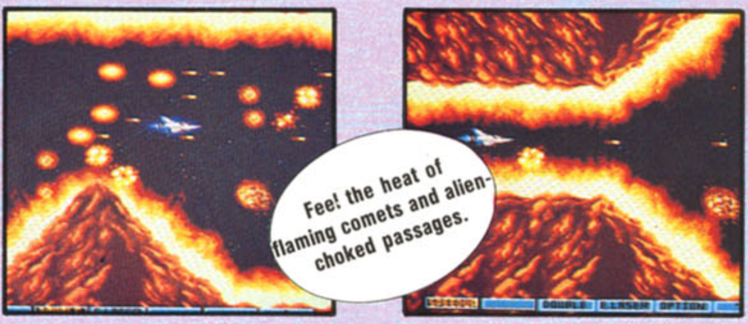
Stage 5: Prominence

Like the third stage of Lifeforce, solar flares and comets of intense flame are searing your ship. The brilliant graphics and dazzling action eclipse anything you've seen before.

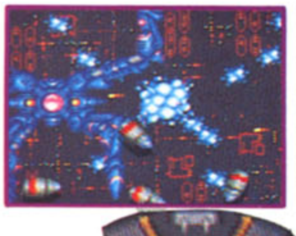


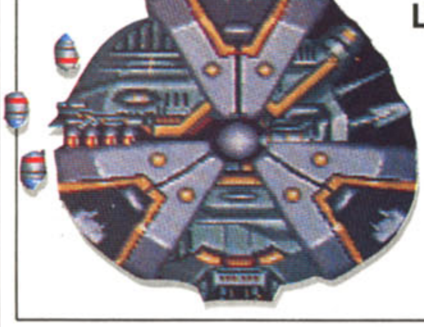
Twin Gorgon

These mutant stardragons act lazy, but it's no time to relax. To figure out their secret, you'll have to put yourself in the loop.

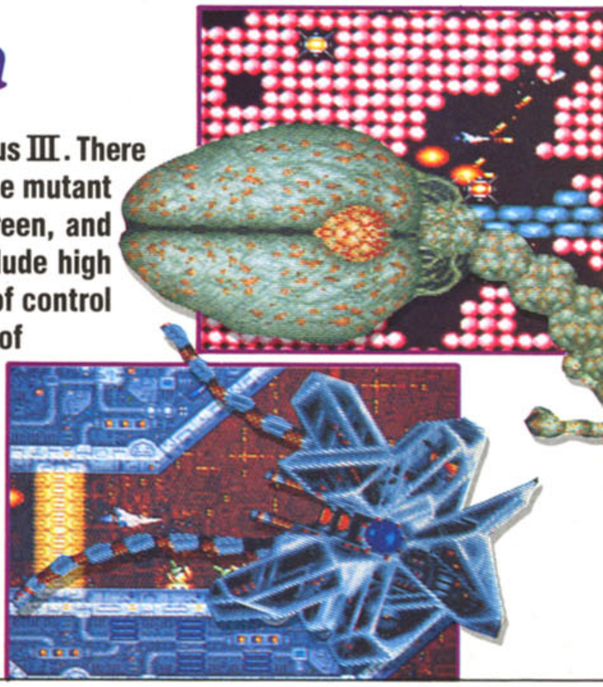


Beyond Imagination





This is just a sneak peek at the beginning of Gradius III. There are ten super stages with stunning graphics, huge mutant enemies, challenges and surprises on every screen, and all with blazing stereo effects. Other stages include high speed scrolling that takes you right to the edge of control or oblivion, a stage of proto-cells reminiscent of Lifeforce and a parade of Boss characters, one after the other, all as tough as nails. There are bonus areas, too, and much more, hidden away where only the Power Players will find them.



© 1991 ENIX/QUINTET

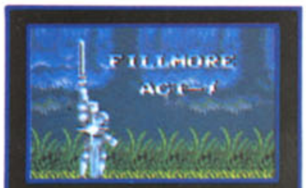
ActRaiser™

Raise Your Sword And Free A Mystical Land From Evil Forces!

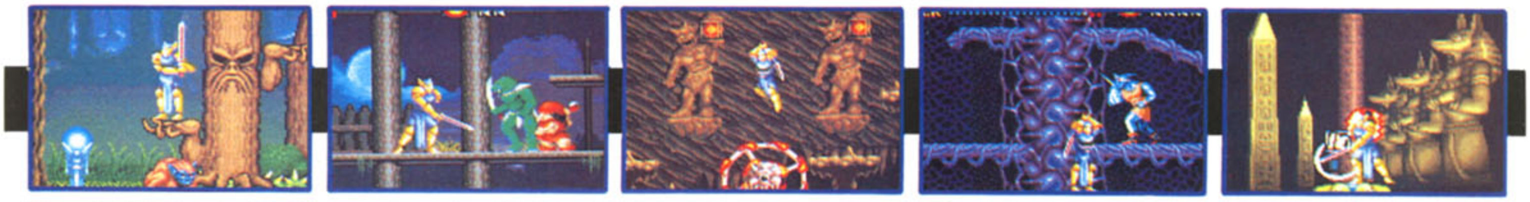
ENIX
4 MEGABITS
BATTERY
ADV.

An Epic Adventure Begins

This fall the creators of the Dragon Warrior series unveil an adventure so magnificent that only the Super NES could present it. An ancient land has been invaded by mythical monsters. It is your duty to descend upon the land, cast away the creatures in action-packed style and teach the inhabitants to fend for themselves. Virtually every Super NES special effect is used to its fullest in this epic and the cinematic soundtrack will blow you away!



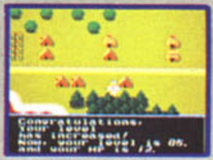
Bring life to a sword-wielding statue and restore peace to an ancient land.



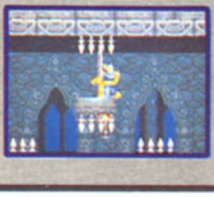
The multiple background, scrolling, rotation and scaling effects made possible by the Super NES make Enix's ActRaiser an adventure of epic scale and magnitude.

Conquer And Rebuild

The six areas of the land have been seized by monster hordes. As the lord of the land, you must take on the creatures of each area in two Acts of side-scrolling action and promote population growth in overhead view creation scenes. Creation requires strategy and puzzle-solving abilities while the action scenes take quick reflexes and fighting skills. As you advance, you'll become stronger and learn magic.

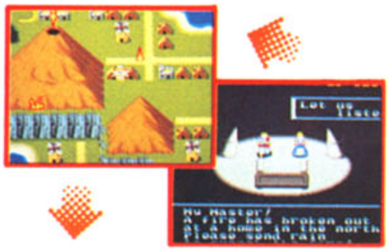


Congratulations.
Your level
has increased!
Now, your level is 05.
and your HP is 12.



Creation Mode

With the power to shape the land, you can direct the growth of the population in every area and teach the people to close the monster dens. Success earns you strength and magic.



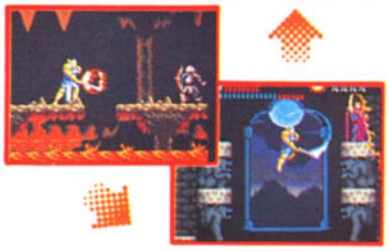
My Master!
A fire has broken out
at a home in the north
Please send rain. . .

Power

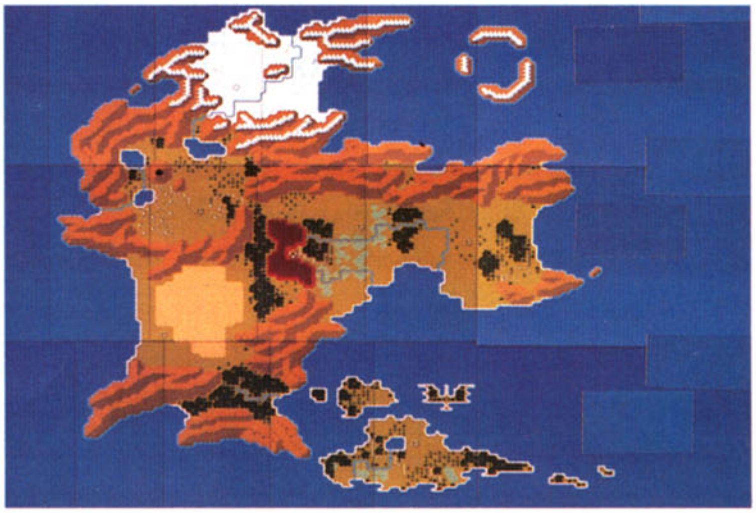
By advancing in experience, you will gain valuable hit points.

Action Mode

Before and after each Creation Mode, you will jump, swing and jab your way to greatness through the awesome action sequences. These scenes are the main focus of the game.



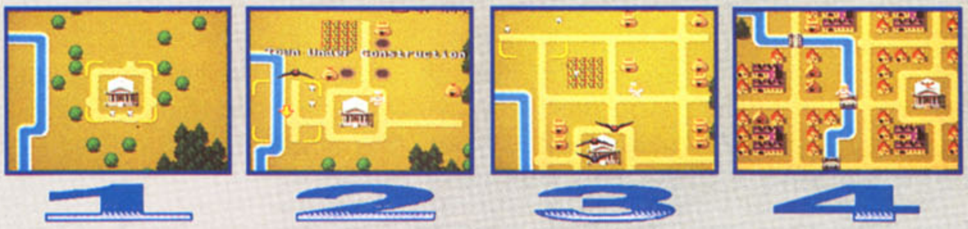
The Land Is Vast



Each of the six areas of the land have been invaded by two huge monsters and their minions. You must fight one of these creatures to make the areas inhabitable and another to permanently vanquish the enemies from the surroundings. Once you have saved the land, you'll encounter all of the monsters again in a final battle.

Lead The People To Freedom In The Creation Mode

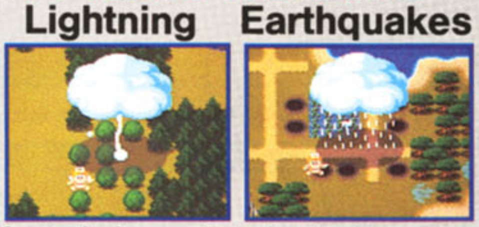
Monsters and a harsh environment have left the land unpopulated. Some areas are cold and snowbound while others are overrun by marshes. Take care of the problems of the land and civilization will prosper.



Make the conditions of the land livable and give the people direction so that they may grow and build.

Use Your Powers To Tame The Land

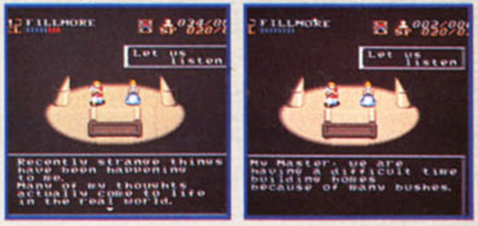
Since you have power over the land, you can create miracles that will help the population grow. Lightning clears the land of rocks and trees, the power of the Sun creates heat and rain promotes vegetation.



Create miracles upon the land so that the population can expand.

Learn From The People Of The Land

When problems arise, the people will let you know how you can help them. When fire breaks out, they will tell you to bring rain. When marshes stop growing, they will tell you to bring heat.



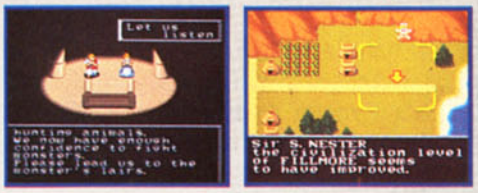
Recently strange things have been happening to me.
Many of my thoughts actually come to life in the real world.

My Master, we are having a difficult time building homes because of many bushes.

Let the people clue you in on their needs.

Earn Ancient Items And Magic Spells

As the people expand throughout the land, they'll offer items and spells to you for helping them populate the area. They'll also construct more advanced buildings and farms.



hunting animals.
We now have enough confidence to fight monsters.
Please lead us to the monster's lairs.

Sir S.NESTER
the civilization level of FILLMORE seems to have improved.

Help the people advance and they will answer in kind.

Close The Monsters' Dens

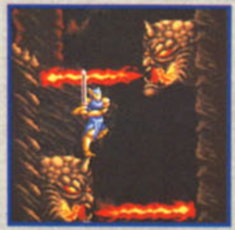
The people of the land will learn to use tools early in their evolution. Lead them to the monsters' dens and they will develop the technology to seal them for good.

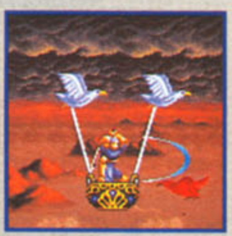
Strike Down The Monsters In The Action Mode

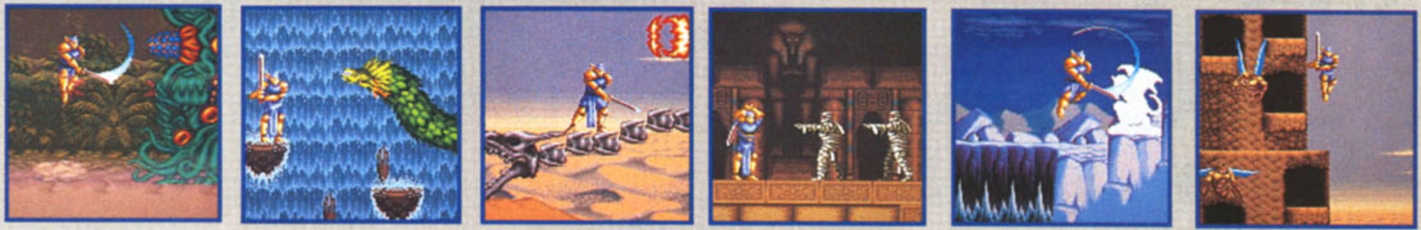
The Action Mode is what the game is all about. Drop down onto the land and use the abilities that you've learned to settle the score with the evil forces. The graphics are big and bold and the action is non-stop!

Fight Through Many Lands

Action scenes take place in many and varied locations. You'll encounter enemies and natural hazards wherever you go. The battle is long and the dangers are many.



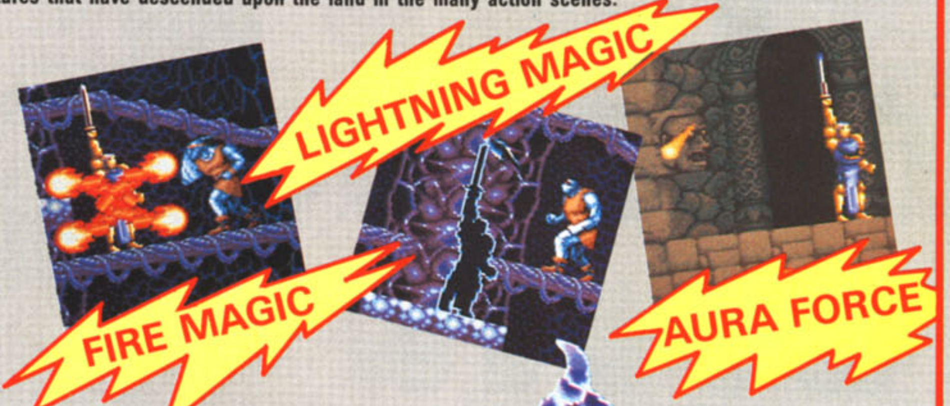




Take on the evil creatures that have descended upon the land in the many action scenes.

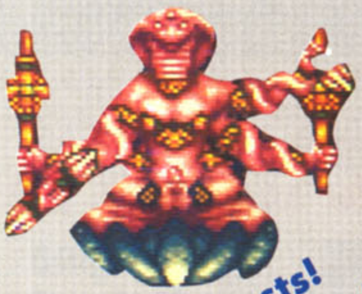
Use Magic Wisely

In the Creation Mode, you will earn four different magic spells; Fire, Lightning, Aura and Stardust. You can only take one of these abilities to each action scene. Know which ones to choose and use them sparingly.

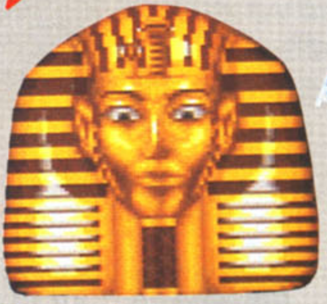


Big Battles Await!

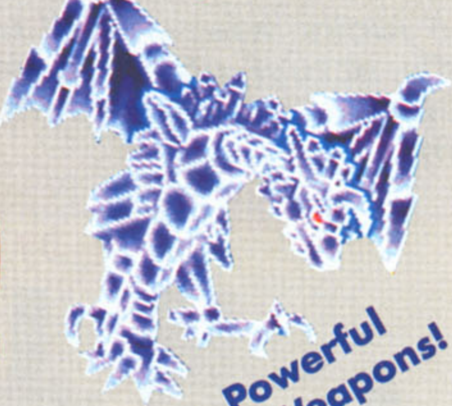
The action scenes are filled with monsters but none are bigger and more threatening than the creatures at the end of each section. Save your magic for battles with these awesome beasts.



Big Beasts!



Sword Swinging Action!



Powerful Weapons!

The Battle Rages On!

The fight has just begun. There are six enemy-infested areas to clear with 13 brilliant action scenes! Add to that an epic soundtrack and you've got a winner!

PLAYER'S POLL CONTEST

Grand Prize

BILL & TED'S TELEPHONE BOOTH

One lucky winner will have Bill & Ted's actual phone booth—with a WORKING telephone—installed at home!

PLUS: **The winner's phone bills will be paid by Nintendo Power for an ENTIRE YEAR!**

Imagine having Bill & Ted's time-traveling telephone booth in your very own room—and having Nintendo Power foot the bills!

It's a most Excellent prize, Dudes!

Second Prize: 25 Winners

Bill & Ted's Excellent Video Game Adventure Game Paks

Bill & Ted's
EXCELLENT
VIDEO GAME
adventure

PLUS

Bill & Ted's
EXCELLENT
adventure

Bill & Ted's Excellent Adventure Video Tapes

Kick back and time-travel with Bill & Ted in their video adventure, then pop your new Game Pak into your NES and control the on-screen action yourself. Excellent!

Third Prize: 50 Winners

All-new Nintendo Power Jerseys

NINTENDO POWER

A new design to kick off our 4th year!

We decided that there would be no better way to move into our fourth year than by presenting an excellent new Nintendo Power Jersey!

Official Contest Rules
(No Purchase Necessary)

To enter, either fill out the Player's Poll response card or print your name, address and telephone number on a plain 3" x 5" piece of paper. Mail your entry to this address:

NINTENDO POWER
PLAYER'S POLL
P.O. BOX 97062
Redmond, WA 98073-9762

One entry per person, please. All entries must be postmarked no later than September 1, 1991. On or about September 15, 1991, winners will be randomly drawn from among all eligible entries. Winners will be notified by mail. By accepting their prizes, winners consent to the use of their names, photographs, or other likenesses for the purpose of advertisements or promotions on behalf of "Nintendo Power" magazine or Nintendo of America Inc. without further compensation. Chances of winning are determined by the total number of entries received. No substitution of prizes is permitted. All prizes will be awarded. To receive a list of winners, which will be available after September 30, 1991, send your request to the address provided above.

GRAND PRIZE: The winner will have a telephone booth used in Bill & Ted's movies installed in his or her home. The winner will also receive a working telephone for the booth. Nintendo Power will provide a gift certificate in the amount of $1200 for calls billed to that phone, which is the equivalent of $100 per month for one year.

This contest is not open to employees of Orion Pictures Corporation and Nintendo of America Inc., their affiliates, agencies, or immediate families. Void in Canada and elsewhere where prohibited by law.

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Bill And Ted's Bogus Journey TM & © 1991 Orion Pictures Corporation. All Rights Reserved.

Player's Poll

Please answer the following questions on the postcard below, then enter our Player's Poll Contest by sending it in!

A. Did you take advantage of our Player's Guide Book series offer?
1. Yes 2. No

B. If so, did you like the NES Game Atlas?
1. It was great. 2. It was just so - so. 3. I didn't like it.

C. What type of game coverage would you prefer to see in Nintendo Power?
1. Concentrate on covering NES games and have smaller sections for Game Boy and the Super NES.
2. Cover NES and Game Boy games equally and have limited coverage of Super NES games.
3. Cover all three systems equally.
4. Concentrate on the best games, regardless of which systems they're for.

D. How interested are you in reading about systems you don't have?
1. I like reading about new games whether I have the system they're for or not.
2. I'm not very interested in reading about games for systems I do not have.
3. I feel cheated when lots of pages are devoted to games for a system I don't have.

E. How old are you? (Please circle your age group)

1. Under 6	3. 12-14	5. 18-24
2. 6-11	4. 15-17	6. 25 or older

F. Sex 1. Male 2. Female

Please use the game titles on the back of this card to answer the following questions.

G. What three NES games would you most like to see reviewed in future issues of Nintendo Power?

H. What three NES games do you plan to purchase next?

I. Please indicate, in order of preference, your five favorite NES games.

J. Please indicate, in order of preference, your five favorite Game Boy games.

K. Please indicate, in order of preference, which three Game Boy games you most like to Game Link with.

Answers to the Player's Poll

Name____________________ Tel. ____________________

Address____

City ________________ State ________________ Zip ____________

Membership No. ____________________ Age ____________________

Please indicate your answer by circling the number that corresponds to the survey above.

A.	B.	C.	D.	E.	F.
1. 2.	1. 2. 3.	1. 2. 3. 4.	1. 2. 3.	1. 2. 3. 4. 5. 6.	1. 2.

G.	Indicate Numbers 1-100 (NES list on the next page)	1.________	2.________	3.________
H.	Indicate Numbers 1-100 (NES list on the next page)	1.________	2.________	3.________
I.	Indicate Numbers 1-100 (NES list on the next page)	1.________	2.________	3.________
		4.________	5.________	
J.	Indicate Numbers 1-50 (Game Boy list on the next page)	1.________	2.________	3.________
		4.________	5.________	
K.	Indicate Numbers 1-50 (Game Boy list on the next page)	1.________	2.________	3.________

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AUGUST ISSUE GAME LIST

NES GAMES

1. A Boy and his Blob
2. Adventures of Lolo III
3. American Gladiators
4. Bandit Kings of Ancient China
5. Bard's Tale
6. Bases Loaded III
7. Batman
8. Battle of Olympus
9. Battletoads
10. Bill Elliott's NASCAR Challenge
11. Bill & Ted's Excellent Video Game Adventure
12. Bio Force Ape
13. Captain Planet
14. Castlevania II—Simon's Quest
15. Castlevania III—Dracula's Curse
16. Crystalis
17. Darkman
18. Day Dreamin' Davey
19. Defenders of Dynatron City
20. Deja Vu
21. Dick Tracy
22. Disney's Duck Tales
23. Disney's Rescue Rangers
24. Disney's TaleSpin
25. Double Dragon II
26. Double Dragon III
27. Dragon Warrior
28. Dragon Warrior II
29. Dragon Warrior III
30. Dr. Mario
31. Final Fantasy
32. Gauntlet 2
33. G.I. Joe
34. Gremlins 2
35. High Speed
36. The Immortal
37. The Hook
38. Hudson's Adventure Island II
39. Kabuki Quantum Fighter
40. Kick Master
41. The Legend of Zelda
42. Legends of the Diamond
43. Little League Baseball
44. The Little Mermaid
45. Little Nemo the Dream Master
46. The Lone Ranger
47. Magician
48. Maniac Mansion
49. Mega Man
50. Mega Man II
51. Mega Man III
52. MetalStorm
53. Mission: Impossible
54. Monopoly
55. NES Open Tournament Golf
56. NES Play Action Football
57. Ninja Gaiden
58. Ninja Gaiden II
59. Nintendo World Cup
60. Nobunaga's Ambition 2
61. Over Horizon
62. Pirates!
63. Princess Tomato in the Salad Kingdom
64. Power Blade
65. Robin Hood: Prince of Thieves
66. RoboCop 2
67. The Rocketeer
68. Rockin' Kats
69. S.C.A.T.
70. The Simpsons: Bart vs. the Space Mutants
71. Skate or Die II
72. Smash T.V.
73. Snake Rattle 'N Roll
74. Solar Jetman
75. Solstice
76. StarTropics
77. Star Wars
78. Star Trek
79. Street Fighter 2010
80. Super C
81. Super Mario Bros.
82. Super Mario Bros. 2
83. Super Mario Bros. 3
84. Super Off Road
85. Super Spike V'ball
86. Sword Master
87. Tecmo Super Bowl
88. Teenage Mutant Ninja Turtles
89. TMNT II: The Arcade Game
90. Tetris
91. Tombs and Treasure
92. Totally Rad
93. Ufouria
94. Ultima: Quest of the Avatar
95. The Uninvited
96. Videomation
97. Vice: Project Doom
98. Wolverine
99. W.U.R.M.
100. Zelda II: The Adventure of Link

GAME BOY GAMES

1. Amazing Penguin
2. Bases Loaded
3. Batman
4 Battle Unit Zeoth
5. Bubble Ghost
6. Burai Fighter Deluxe
7. Castlevania: The Adventure
8. Chessmaster
9. Cosmo Tank
10. Daedalian Opus
11. Days of Thunder
12. Dr. Mario
13. Final Fantasy Adventure
14. Final Fantasy Legend
15. Final Fantasy Legend 2
16. F-1 Race
17. Fortified Zone
18. Flying Dragon
19. Gargoyle's Quest
20. Gauntlet 2
21. Godzilla
22. Golf
23. The Hunt for Red October
24. InfoGenius Language Translator
25. InfoGenius Personal Organizer
26. InfoGenius Spell Checker and Calculator
27. InfoGenius Travel Guide
28. Kingdom Crusade
29. Kwirk
30. Marble Madness
31. Mega Man
32. Mysterium
33. Navy Seals
34. Operation C
35. Prince of Persia
36. The Punisher
37. Puzznic
38. Quarth
39. The Rescue of Princess Blobette
40. RoboCop
41. Sneaky Snakes
42. Snoopy's Magic Show
43. Spider-Man
44. Spot
45. Super Mario Land
46. Super RC Pro-Am
47. Sword of Hope
48. Tecmo Bowl
49. TMNT: Fall of the Foot Clan
50. Ultima: The Runes of Virtue

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NOW PLAYING

AUGUST 1991

This issue's glance at games that didn't quite score feature coverage includes a new game show game, a Chess-like strategy game, a shoot 'em up and an adaptation of a popular series of children's books. Check 'em out. You should also take a look at the new Nintendo related gear on page 87.

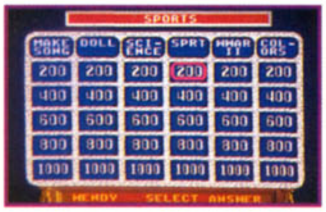
SUPER JEOPARDY

GameTek's fourth NES adaptation of "Jeopardy" is a challenging test of trivia knowledge with competitive computer-controlled contestants and a three-round tournament format. Up to four players can participate in the Quarter-Final round, while as many as three players can compete in the Semi-Final and Final Rounds.

Let's Play Jeopardy!

Super Jeopardy!

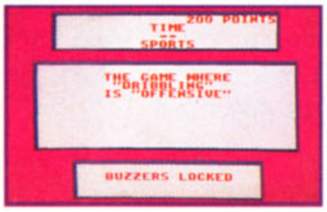
There are over 400 quiz categories that can pop up on the Jeopardy board. Six categories are presented per round. If there is a category that you have seen before and know the solutions to, you can choose to select a new set of categories at the beginning of the round. You'll uncover one Daily Double in the first round and two in the second (Double Jeopardy) round.



SPORTS

MAKE SONG	DOLL	SCI-ENCE	SPRT	WWAR II	COL-ORS
200	200	200	200	200	200
400	400	400	400	400	400
600	600	600	600	600	600
800	800	800	800	800	800
1000	1000	1000	1000	1000	1000

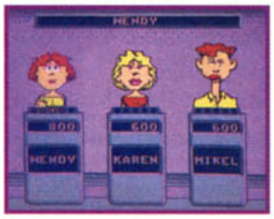
WENDY SELECT ANSWER



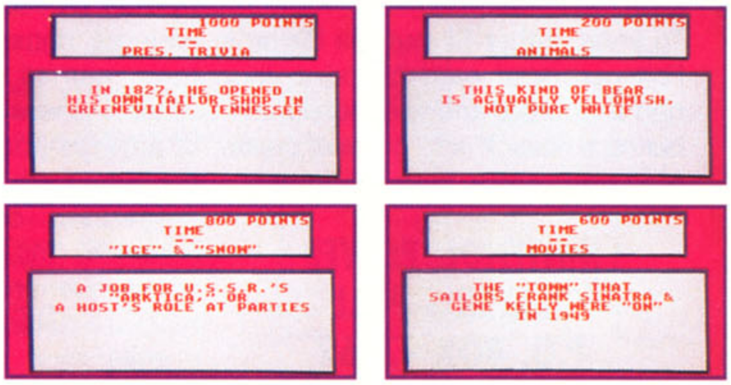
200 POINTS
TIME
--
SPORTS

THE GAME WHERE "DRIBBLING" IS "OFFENSIVE"

BUZZERS LOCKED



In order to play in the Semi-Finals or Finals, you must win the preceding match and earn a password that is specific to the name of your character. While the answers and questions are just as challenging in the Quarter-Finals as they are in the Semi-Finals and Finals, the computer-controlled contestants are not as quick on the buzzer and as accurate in the first game as they are in the advanced games.



1000 POINTS
TIME
--
PRES. TRIVIA

IN 1827, HE OPENED HIS OWN TAILOR SHOP IN GREENEVILLE, TENNESSEE

200 POINTS
TIME
--
ANIMALS

THIS KIND OF BEAR IS ACTUALLY YELLOWISH, NOT PURE WHITE

800 POINTS
TIME
--
"ICE" & "SNOW"

A JOB FOR U.S.S.R.'S "ARKTICA," OR A HOST'S ROLE AT PARTIES

600 POINTS
TIME
--
MOVIES

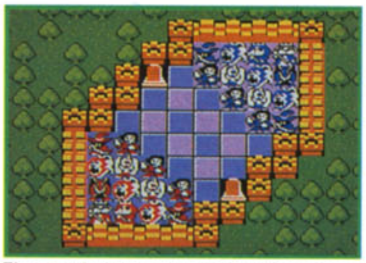
THE "TOWN" THAT SAILORS FRANK SINATRA & GENE KELLY WERE "ON" IN 1949

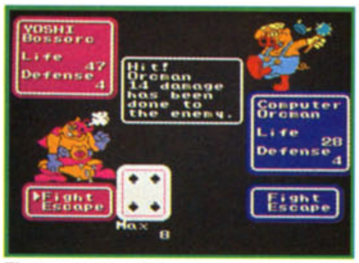
The answers and questions in Super Jeopardy are super challenging from the very beginning.

There are some nice touches in Super Jeopardy that make the game look and feel like the TV show, including digitized phrases and sound effects that are lifted straight from the program. The contestants also react realistically. They even applaud themselves for a job well done.

TRIUMPH

Hudson's Triumph combines elements from different kinds of strategy games. Like Chess, it is a board battle between two Kings' armies where different warriors have different ways to move. And, like many role-playing board games, the outcome of battles between warriors is determined by randomly generated numbers and the strengths of those two characters. These elements, along with some unique twists make for a challenging battle of wits for one or two players.


The warriors are arranged on the board to protect their king from opposing forces.


YOSHI
Bossoro
Life 47
Defense 4

Hit!
Orcman
14 damage has been done to the enemy.

Computer
Orcman
Life 28
Defense 4

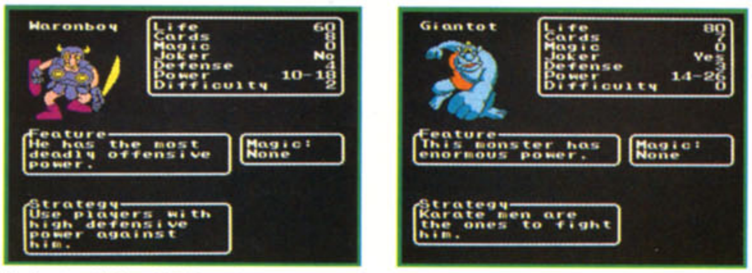
▶Fight
Escape

Fight
Escape

Max 8

The outcome of one-on-one battles depends on the cards chosen by each side.

Every warrior has different powers. Check out the Manual Mode for a rundown of those strengths, including a description of the magic spells.


Waronboy

Life 60
Cards 8
Magic 0
Joker No
Defense 4
Power 10-18
Difficulty 2

Feature
He has the most deadly offensive power.

Magic:
None

Strategy
Use players with high defensive power against him.

Giantot

Life 80
Cards 7
Magic 0
Joker Yes
Defense 3
Power 14-26
Difficulty 0

Feature
This monster has enormous power.

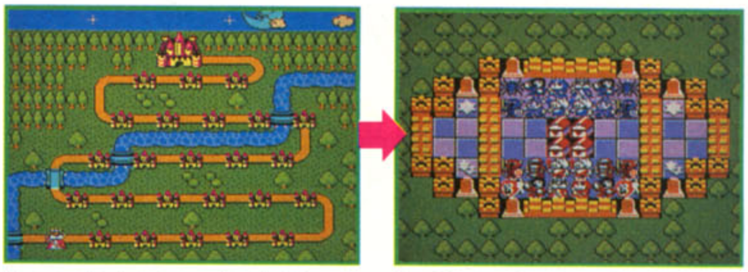
Magic:
None

Strategy
Karate men are the ones to fight him.

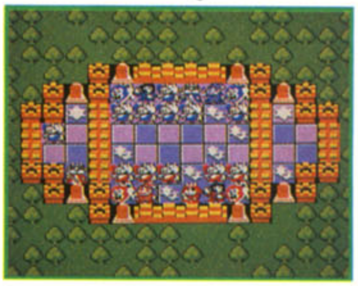
Understand the abilities of the characters before you begin the game.

Free The Castles From An Evil Force

Twenty-five castles have been taken over by an evil being known as Gunty. In the Quest Mode, it is your mission to free the castles from Gunty's forces, one at a time. Every castle has a different layout and the forces that have taken the castles grow in strength as you wind down the road to Gunty's headquarters.


Take on Gunty's forces in 25 different castles. The castles of the Quest Mode get more challenging as you progress.

The Select Mode allows you to choose any of the castles from the beginning and to challenge a computer-controlled opponent or another player. If you choose the Edit Mode, you can select a castle and change the set-up from the beginning to create your own challenging situation. Any Mode is sure to offer you a unique strategy game experience.

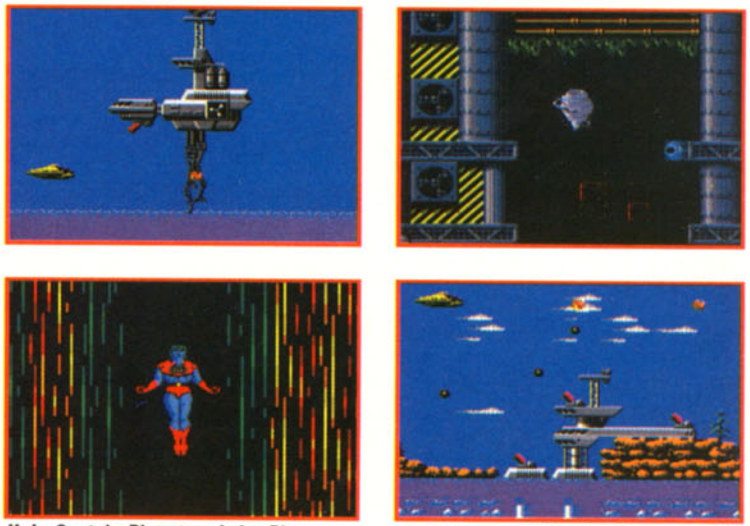

The Edit Mode allows you to change the set-up of the castles.

CAPTAIN PLANET

The adventures of Captain Planet and the Planeteers are on the way to the NES from Mindscape. Use the powers of the elements to help the Planeteers carry out their mission in two types of action sequences. The first section is a shoot 'em up over water and the second is a battle in a maze-like factory.

Save The Planet From Hoggish Greedly

The foolish fiend, Hoggish Greedly, is drilling for oil in National Parks. It's up to you to stop him from destroying the nations parklands. You'll blast off in a ship and take on Greedly's evil machines and oil rigs. Then, you will control the captain through a factory to Greedly's headquarters. While you are controlling the ship, you can use rocks, fire and wind to destroy Greedly's forces. As Captain Planet, you have the ability to turn into the Elements for a short period of time and power your way through the caves. The game is very challenging and might be frustrating for some players. One hit will send the ship or the Captain down for the count.


Help Captain Planet and the Planeteers make their way to the headquarters of Hoggish Greedly.

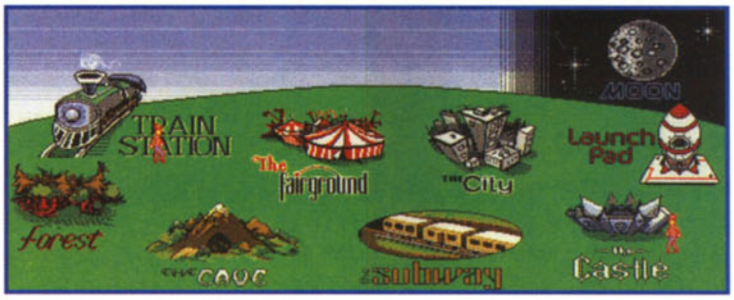
WHERE'S WALDO

In the Where's Waldo series of books, the reader is challenged to find a striped-shirted character named Waldo who is hidden on a busy scene on every page. The NES adaptation from THQ takes that theme and adds a few new twists that make the game a challenge every time you play.

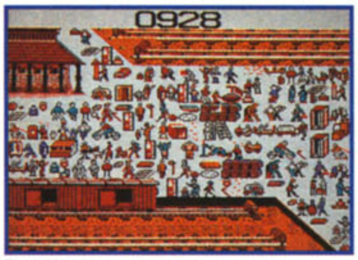
Help Waldo Blast Off To The Moon

One Ticket to the Moon
0959

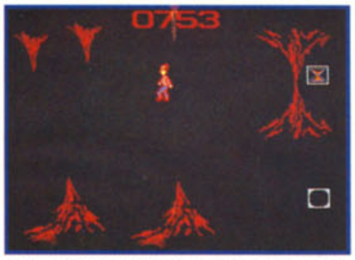
Waldo is on his way to the Moon. Before he can get there, though, you'll have to discover him in eight other locations. Some of the scenes are like the pages of the Where's Waldo books. The areas are filled with people and you must point Waldo out in the crowd. He'll be in a different place every time you play. An Easy game allows you a total of 960 seconds for all locations, a Medium game gives you 660 seconds and a Hard game permits only 460 seconds. An incorrect choice lops 10 seconds off your time.



The Train Station is Waldo's first stop. Then, he trods off to the Forest and the Cave. This third location is the first variation from the picture book scenes. Waldo is in the darkness and you must shine a light on him in order to direct him to the exit.



Find Waldo in the crowded Train Station.



Shine light on Waldo and lead him out of the Cave.

Other variations on the theme include a journey through the maze-like Subway and a matching game on the Launch Pad. If you like the books, you'll like the game, too!

YOUR GUIDE TO THE LATEST NES RELEASES

TITLE	COMPANY	PLAY INFO	POWER METER RATINGS				GAME TYPE
			G	P	C	T	
Captain Planet	Mindscape	1P/Pass	3.0	2.9	2.7	2.7	Planet Saving Action
Darkman	Ocean	1P/Pass	3.3	2.2	3.0	2.5	Movie Action
Dragon Warrior II	Enix	1P/Batt	3.6	3.5	3.3	3.9	Role Playing
Dragon Warrior III	Enix	1P/Batt	3.4	3.8	3.8	3.6	Role Playing
Ninja Gaiden III	Tecmo	1P	4.1	4.3	4.1	3.9	Ninja Action
Rainbow Island	Taito	1P	2.6	3.2	2.4	2.6	Comic Action
Romance of the Three Kingdom II	Koei	1P/Batt	3.3	2.9	2.8	3.1	Role Playing
Sesame Street 123-ABC	Hi-Tech	1P	3.6	3.9	3.3	3.8	Education
Super Jeopardy	GameTek	4P-S	3.7	4.1	3.4	3.5	Game Show
Triumph	Hudson Soft	2P-S/Pass	2.8	3.0	3.0	3.5	Strategy
Where's Waldo	THQ	1P	1.9	3.2	1.8	2.8	Education

LISTING KEY

You can get the most out of our game listing by understanding the categories. Title, Company and Game Type are self explanatory. Use this Key to understand Play Info and the valuable Power Meter ratings.

PLAY INFO

Games are made to be played with as many as four players. Some also employ a battery or password to save game play data.

1P = ONE PLAYER
2P-S = TWO PLAYER SIMULTANEOUS
4P-A = FOUR PLAYER ALTERNATING
PASS = PASSWORD
BATT = BATTERY

POWER METER

The Pros at Nintendo HQ rate each new game. Ratings are from 1 (poor) to 5 (excellent) in four different categories:

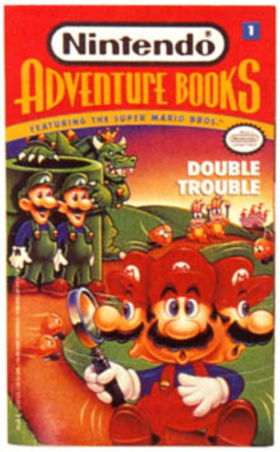
G = GRAPHICS AND SOUND
P = PLAY CONTROL
C = CHALLENGE
T = THEME AND FUN

WORLD OF Nintendo℠

There's much more at World of Nintendo retailers than games and systems. You can find a lot of great items like lunch boxes, note pads and backpacks that feature popular Nintendo characters. Here are a few new items that you can find at the World of Nintendo or other specialty stores.

Nintendo Adventure Books

Nintendo characters, at last, are appearing in their own series of novels from Archway Paperbacks. Every book is like an adventure. As you read along, you must solve puzzles and make decisions for the characters. Your decisions affect the outcome of the stories. The series began in June and will continue with a new book every month. The first eight stories will feature the Super Mario Bros. and the inhabitants of the Mushroom Kingdom and following stories will focus on Zelda and Link.



The first installment of the Nintendo Adventure Book series finds the Super Mario Bros. in "Double Trouble."

Super Mario Bros. Print World

Make signs and announcements with the help of the Super Mario Bros. and their Mushroom Kingdom cohorts by using the Super Mario Bros. Print World personal computer program from Hi Tech Expressions. It's available for IBM compatible and Commodore/Apple computers. The program includes dozens of drawings of Mario, Luigi and friends in different poses, 20 borders and seven typefaces.

SUPER MARIO BROS.
PRINT WORLD

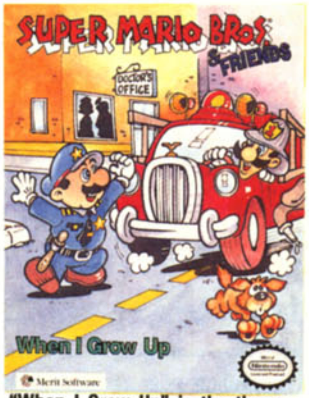
This Room Is Protected
By
THE
HAMMER BROTHERS
Birthday Party
for
Susanne
Sat. July 2nd
2p.m.

Create cards, banners, signs, invitations and other decorations with Super Mario Bros. Print World.

Super Mario Bros. & Friends

Electronic Crayons

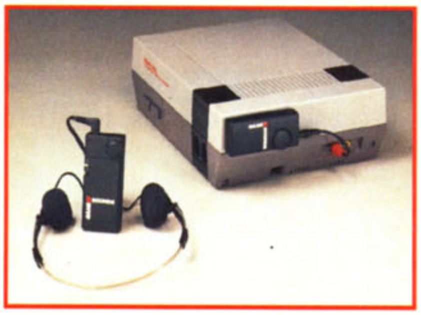
Merit Software's Super Mario Bros. & Friends is a personal computer program which allows you to color in 30 drawings of the famous brothers as they explore assorted occupations. It includes a pallet of 16 colors which can be mixed to make 256 different shades. The program is available for IBM, Amiga, Commodore and Apple computers.



"When I Grow Up" is the theme of the Super Mario Bros.' computer coloring book.

GameSounds

If you like to crank up the music and sound effects when you're playing games but you don't want to disturb the rest of the house, GameSounds from Lightwave Technologies is for you. It's a remote sound system that allows you to listen to the sounds of the NES over headphones without cumbersome cords. The GameSounds Transmitter connects to the audio output of the NES and sends out a signal which can be picked up by the GameSounds Receiver up to 30 feet away. The Receiver can also be tuned to pick up FM radio stations.



Listen to the sounds of your NES games privately with the GameSounds Transmitter and Receiver.

NINTENDO POWER

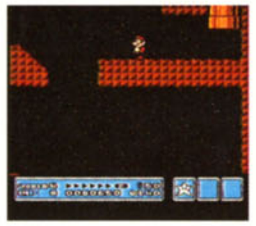
Volume 27 August 1991

TOP·30

This month we're changing our color-coding system to better reflect the length of time a game has rated in the Top 30. This way, you'll be able to spot new titles and time-honored favorites at a glance. Check it out, and let us know what you think about the change.

Use this color-coded key to check on your favorite games.

🟥	Newcomers appearing for the first time this month.
🟩	Games that have appeared between two and nine times.
🟪	Titles that have made the Top 30 ten times or more.
⬜ MONTHS	The number of months the games have rated in the Top 30.



1 9,220 POINTS 22 MONTHS

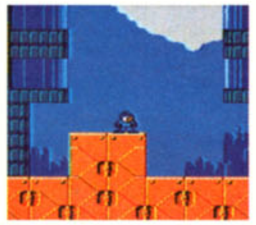
SUPER MARIO BROS. 3

Ever-popular but modest, Mario and Luigi are old hands at holding down the top spot.

2 8,260 POINTS 9 MONTHS

TMNT II: THE ARCADE GAME

Another pizza, hold the anchovies! The too-cool Turtles are hanging out for another month.



3 7,161 POINTS 9 MONTHS

MEGA MAN III

Our mega-hero and his mechanical canine are enlisting troops and trouncing Dr. Wily.

4 6,016 POINTS 12 MONTHS

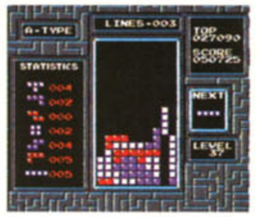
FINAL FANTASY

The enduring role-playing adventure is endearing to those who like big challenges.

5 4,498 POINTS 8 MONTHS

DRAGON WARRIOR II

There's room for a party of three in Fifth Place. The saga of Erdrick continues.



6 4,167 POINTS 18 MONTHS

TETRIS

A little two-player tetrad-ing, anyone? It's double the challenge and twice the fun.

7 4,136 POINTS 10 MONTHS

CRYSTALIS

Deo is hopping to it, hoping to help a brave adventurer solve the mysteries that abound.

8 3,811 POINTS 4 MONTHS

THE SIMPSONS: BART VS. THE SPACE MUTANTS

Yo, mutants! That's Bart on the board and he has plans to put you back in orbit.

9 3,780 POINTS 5 MONTHS

STARTROPICS

Mike's no yo-yo when it comes to uncovering clues, but can he save the missing doctor?

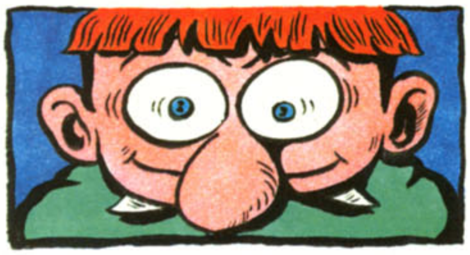
10 3,172 POINTS 7 MONTHS

DR. MARIO

Flu season is over, but Dr. Mario is still making house calls and stomping out viruses.

11	2,497 POINTS	SUPER MARIO BROS. 2
12	2,306 POINTS	DOUBLE DRAGON III
13	2,236 POINTS	MEGA MAN II
14	2,222 POINTS	ULTIMA: QUEST OF THE AVATAR
15	2,135 POINTS	Castlevania III — Dracula's Curse
16	1,869 POINTS	MANIAC MANSION
17	1,610 POINTS	WIZARDRY
18	1,594 POINTS	DESTINY OF AN EMPEROR
19	1,540 POINTS	TEENAGE MUTANT NINJA TURTLES
20	1,521 POINTS	THE LEGEND OF ZELDA
21	1,507 POINTS	DOUBLE DRAGON II
22	1,432 POINTS	MONOPOLY
23	1,417 POINTS	THE IMMORTAL
24	1,326 POINTS	DRAGON WARRIOR
25	1,312 POINTS	ZELDA II THE ADVENTURE OF LINK
26	1,215 POINTS	DICK TRACY
27	1,159 POINTS	SOLSTICE
28	1,113 POINTS	Bases Loaded II
29	1,049 POINTS	DISNEY'S DUCK TALES
30	1,003 POINTS	Little Nemo the Dream Master

Players' Picks



GAME	PTS.
1. Super Mario Bros. 3	4,437
2. TMNT II: The Arcade Game	4,009
3. Mega Man III	3,611
4. Final Fantasy	2,232
5. The Simpsons: Bart vs. the Space Mutants	1,469
6. Dragon Warrior	1,326
7. Castlevania III—Dracula's Curse	1,298
8. Dragon Warrior II	1,280
9. Mega Man II	1,267
10. Double Dragon III	1,111
11. The Legend of Zelda	1,070
12. Tetris	948
13. Battletoads	858
14. StarTropics	854
15. Zelda II—The Adventure of Link	845
16. Dr. Mario	714
17. Super Mario Bros. 2	668
18. Double Dragon II	654
19. Maniac Mansion	597
20. Crystalis	578
21. Ninja Gaiden II	568
22. NES Play Action Football	566
23. Teenage Mutant Ninja Turtles	536
24. G.I. Joe	511
25. Mega Man	489
26. Dragon Warrior III	479
27. Disney's Duck Tales	474
28. Super C	471
29. Monopoly	433
30. Batman	432

NEW NAMES ARE MOVING UP

Tried and true titles dominate the Top Ten, but new names such as StarTropics and Battletoads make big leaps.

Pros' Picks

GAME	PTS.
1. Final Fantasy	3,784
2. Crystalis	3,558
3. Dragon Warrior II	2,545
4. Mega Man III	2,415
5. StarTropics	2,302
6. Ultima: Quest of the Avatar	2,222
7. Wizardry	1,610
8. Destiny of an Emperor	1,594
9. The Immortal	1,417
10. Maniac Mansion	1,272
11. Solstice	1,159
12. Super Mario Bros. 3	1,143
13. The Simpsons: Bart vs. the Space Mutants	998
14. Battle of Olympus	902
15. Princess Tomato in the Salad Kingdom	886
16. Castlevania III—Dracula's Curse	837
17. Nobunaga's Ambition	708
18. Tetris	692
19. Adventures of Lolo III	676
20. Dr. Mario	644
21. Bandit Kings of Ancient China	628
22. Nobunaga's Ambition II	580
23. Baseball Stars	564
24. Zelda II— The Adventure of Link	467
25. The Legend of Zelda	451
26. Mega Man II	419
27. Monopoly	403
28. NES Play Action Football	386
29. Batman	370
30. Mega Man	354

WHAT'S NEW AND FUN? ASK THE PROS!

After playing hundreds, the pros know what they like in a game. Games with depth and interesting story lines—the RPGs—are the ones they stick with, month after month.

Dealers' Picks

GAME	PTS.
1. TMNT II: The Arcade Game	4,251
2. Super Mario Bros. 3	3,640
3. Tetris	2,527
4. Super Mario Bros. 2	1,829
5. Dr. Mario	1,814
6. The Simpsons: Bart vs. the Space Mutants	1,344
7. Dick Tracy	1,215
8. Double Dragon III	1,195
9. Mega Man III	1,135
10. Bases Loaded II	1,113
11. Teenage Mutant Ninja Turtles	1,004
12. Little Nemo the Dream Master	1,003
13. WWF Wrestlemania Challenge	986
14. Double Dragon II	853
15. Paper Boy	748
16. Caveman Games	734
17. Tecmo Bowl	720
18. Disney's Rescue Rangers	696
19. Dragon Warrior II	673
20. Dungeon Magic	668
21. Wheel of Fortune	631
22. StarTropics	624
23. Monopoly	596
24. Hudson's Adventure Island II	594
25. Arch Rivals	586
26. Disney's Duck Tales	575
27. Al Unser Jr.'s Turbo Racing	573
28. Rad Racer II	559
29. Adventures in the Magic Kingdom	551
30. Mega Man II	550

FAVORITES OLD AND NEW MAKE THE DEALERS' LIST

Customers want a varied selection, and the dealers are obliging them with the best games.

CELEBRITY PROFILE

MACAULAY CULKIN

If Macaulay Culkin were home alone in real life, he'd probably be playing the Nintendo video games he loves. Then, the eleven-year-old star of the smash hit "Home Alone," well acquainted with boobytraps and challenges, could experience the same thrills he did in the movie, but with a lot less trouble!

When he's not breaking box-office records, the famous fifth-grader perfects his video game skills for up to two hours a day, and you can bet he's an expert—he's been playing Nintendo video games since he was three!

We had the pleasure of interviewing Macaulay recently, along with a group of animated, fun-loving characters: Chip and Dale, Baloo, Launchpad, Scrooge McDuck and Mickey Mouse. Where were we? You guessed it . . . Disneyland!

In a salute to hi-tech entertainment, Macaulay helped kick off opening festivities for Disneyland's new "Videocade" game center, which will offer 30 monitors featuring Capcom's NES video games starring popular Disney cartoon characters.

Macaulay and Mickey open the door to video game fun at the Magic Kingdom.

Macaulay performed the opening ceremony with Disneyland president Jack Linquist. Then Macaulay, Linquist and a mysterious contender matched wits and played a game before the crowd. It was a tense moment and the winner, the mystery guest, turned out to be none other than Michael Scott, one of the 1990 Nintendo World Championship finalists! Macaulay didn't mind losing and he and Michael spent the rest of the day exploring Disneyland.

So what's it like to be the star of such a phenomenally successful film? Macaulay says, "It's fun to be a celebrity; I really can't think of any drawbacks. Acting's the best!"

Macaulay's love of video games is widely known. During filming of "Home Alone," director Chris Columbus, aware that Macaulay, a.k.a. "Mack," loves playing Nintendo games, introduced a learning incentive to the young star: "During rehearsals, we had a deal," he recalls. "Mack could play Nintendo games if he'd memorized his lines. He'd go through the entire script in about 15 minutes."

During long hours on the set, Macaulay has fun playing Game Boy. And when he's at home he doesn't play games alone. Macaulay, 11, is the fourth of seven children in a stagestruck family. His brother Shane, 14, recently spent a year on Broadway, and Kieran, 8, played Kevin McCallister's cousin in "Home Alone." His father is a former stage actor and his aunt is actress Bonnie Bedelia.

Macaulay is currently hard at work on a film called "My Girl," and his future acting plans include a sequel to "Home Alone."

His advice for Nintendo video gamers sounds much like what the heroic Kevin would suggest to anyone attempting the intricate gags in "Home Alone": "Explore when you play Nintendo games. Hit things, try things and then you'll know what to do to get better. Keep it up and you can be a champion!"

PAK WATCH

NINTENDO POWER

A LOOK INTO THE FUTURE OF NES GAME PAKS!

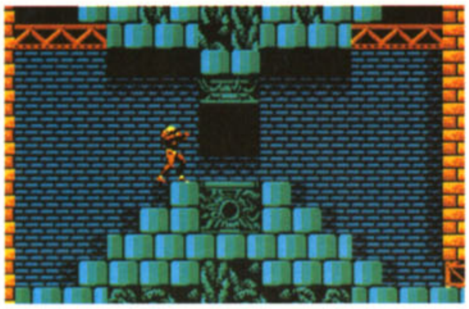
Pak Watching gets more exciting around CES time because, as you all know, that's when companies announce their new games. No matter how hard we try to keep up, there are always a few surprises at the show.

Just Around The Corner

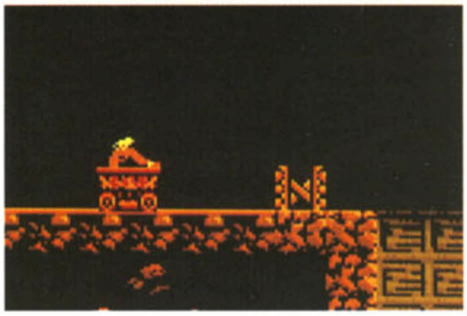
BIO FORCE APE

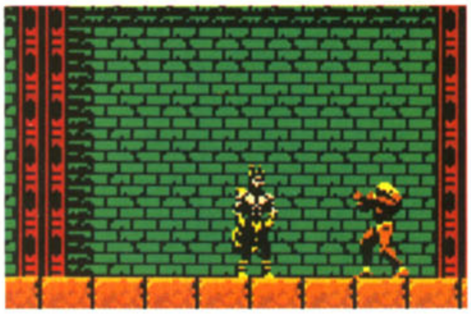
Besides having one of the coolest game names to come along in a while, Bio Force Ape from Seta has the fastest action ever seen on the NES. You take control of Bio Force Ape, a genetically altered super chimpanzee, as he tries to make his way through a hi-tech maze to rescue his adopted human family.

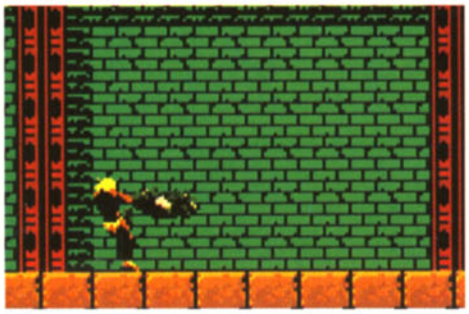
Play control on the character is good, but one of the best parts of the game is when Bio Force Ape takes a wild out-of-control ride on one of the speeding platforms or coal cars (hold on tight!). Animation is humorous, especially when your ape takes a long fall and flails his arms helplessly (but don't worry—Bio Force Ape is practically indestructible). Bio Force Ape also has some great pro wrestling-style moves to use against his bizarre opponents.

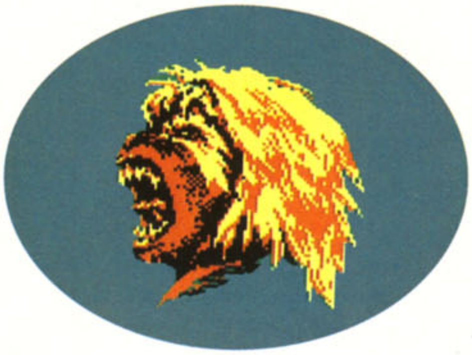


While the story elements weren't complete in the early version we previewed, the action ingredients present were very promising. We'll let you know more about Bio Force Ape as work on the game progresses.





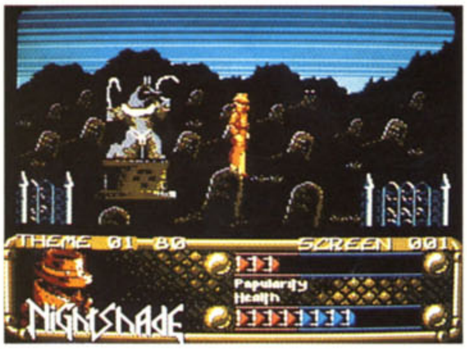


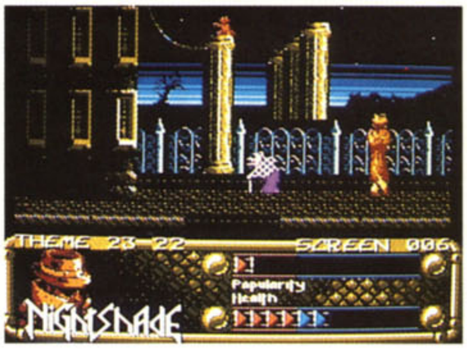


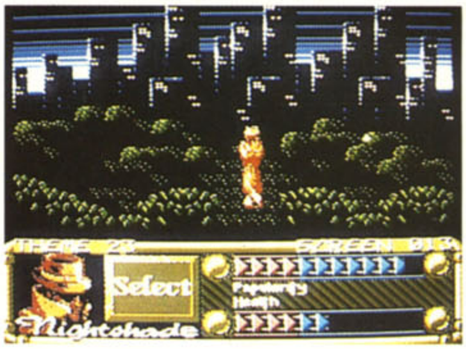
Just Around The Corner

NIGHTSHADE

Konami is leaping into the super hero video game fray with a game called Nightshade. Instead of free-for-all fisticuffs, however, Nightshade will follow the adventures of a thinking man's super hero, and the game will almost resemble a RPG. The hero, Nightshade, will have to use items (some outrageous, some mundane) to solve problems and overcome obstacles. Over 100 screens worth of puzzles must be solved to finish the game. Instead of points, Nightshade's success will be measured by his Popularity Level, which will increase for good deeds (like rescuing cats from trees, for example). His Popularity Level will also determine how the many people he meets will react to him. It looks like games with super hero subject matter might be the next big thing, and Nightshade's concept and theme sound unique. We're anxious to see how it stacks up against Lucasfilm Games' super hero title, Defenders of Dynatron City.





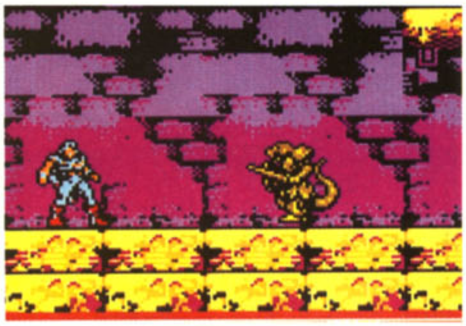


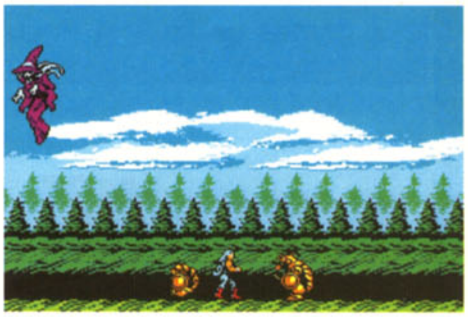
Just Around The Corner

KICK MASTER

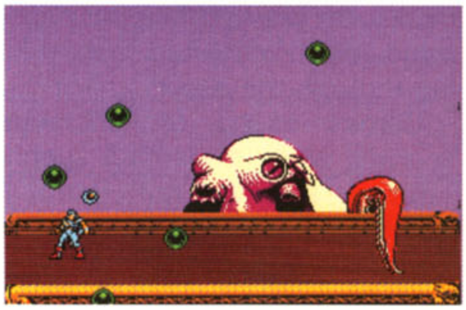
Taito is following up Power Blade with another action game starring a hero, Kick Master, who has an unusual attack method. This time the action is set in a fantasy kingdom, and rather than a hi-tech boomerang, the Kick Master's feet are registered as deadly weapons. The Kick Master starts out with a variety of boot-based attacks and gains additional fancy kicks as he progresses through the game's seven levels.

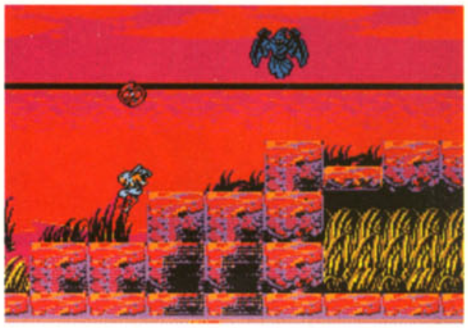
There's plenty of standard fantasy foe fare in Kick Master—from bat winged dragons to floating sorcerers—but there are also a few surprises. This Pak Watcher's favorite was the giant octopus that attacks as our hero makes his way across the deck of a ship.





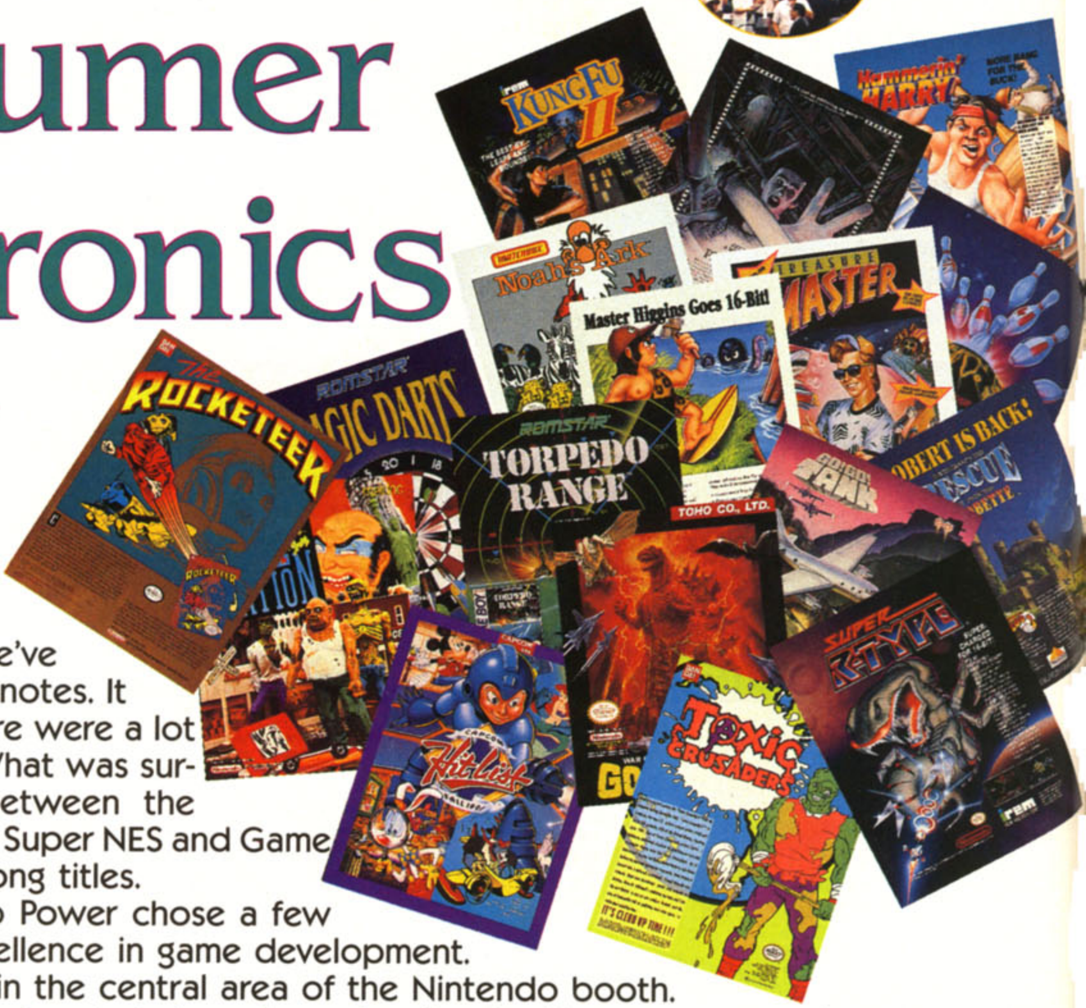
The graphics and game play in Kick Master were reminiscent of Taxan's Low-G-Man and G.I. Joe NES games. The magic plus martial arts theme has been done before (in Ninja Gaiden, for example) but Kick Master is set in a western-style fantasy world. It's similar to other martial arts action games in that the game is more fun to play if you provide your own karate sound effects. Even given these minor similarities to other games, Kick Master has its own original style and is interesting and fun to play. Watch for more detail in upcoming issues.





PAK WATCH PRESENTS SUMMER

Consumer Electronics Show


Kung Fu II
Hammerin' Harry
Noah's Ark
Master Higgins Goes 16-Bit!
Treasure Master
The Rocketeer
Romstar
Magic Darts
Romstar
Torpedo Range
Toho Co., Ltd.
Robert is Back!
Rescue
Hitlist
Toxic Crusaders
Super R-Type

We're back from CES and we've had a chance to collect our notes. It came as no surprise that there were a lot of good games on display. What was surprising was the balance between the three Nintendo systems: NES, Super NES and Game Boy. Each system had its strong titles.

For each system, Nintendo Power chose a few games that represented excellence in game development. These games were featured in the central area of the Nintendo booth. Most of these titles were very close to being released, so they had been announced or covered in Nintendo Power. Here are some of the highlights of the Summer CES:

Nintendo® ENTERTAINMENT SYSTEM™

The games Nintendo Power picked as Best Of The CES for the NES were Battletoads, Dr. Mario, Mega Man 3, Super Mario Bros. 3 and TMNT: The Arcade Game. Of all these, Battletoads generated the most excitement, probably because it hadn't been released at the time of the show. Tradewest did a great job with their Rash costume, which was often seen walking through the show.

Games based on character licenses were in plentiful supply, but several stood out. Batman: Return Of The Joker (Sunsoft) follows the comic book Batman more closely than the movie version. The new NES Batman is almost twice as tall as the first one, and goes back to wearing the standard blue and grey costume. Taito is developing a Flintstones game that is a basic side scrolling action title, but the Fred character looks good and the Bedrock-style backgrounds are well done. Hi Tech's Tom & Jerry, based on the cat and mouse cartoon, also features good character animation and fun game play.

American Gladiators Laser and Gemini were on hand to promote Gametek's American Gladiators for the NES.

Fred Flintstone hopes players have a "yabba-dab-ba-doo time" playing the Flintstones NES game.

SUPER NINTENDO

ENTERTAINMENT SYSTEM

The Super Nintendo Entertainment System (SNES) was launched in style at this CES. Six giant monitors, with super sound systems plugged into Nintendo Power's Best Of The CES game choices, were the central attraction of the Nintendo booth. The featured titles included ActRaiser, F-Zero, Gradius III, Pilotwings, Super Ghouls 'n Ghosts, Super Mario World, Super R-Type and Castlevania IV.

Of the other 40 plus Super NES works in progress, several showed promise. Drakkhen (Kemco-Seika) should be a hit in the RPG scene. It's a first person perspective adventure that lets you go in any direction, with smooth scrolling. American Sammy announced it would bring Wanderers From Ys, a hit PC RPG from Japan, to the Super NES. Equinox (Sony Imagesoft), the sequel to Solstice, accomplishes some great 3-D effects using the SNES technology. Super Battle Tank (Absolute) and Super Wrestlemania (LJN) both use the SNES VGA mode to create very colorful and almost photographically realistic screens.

Nintendo Power Editor-in-Chief Gail Tilden looks on as Bill Laimbeer demos SNES Combat Basketball from Hudson.

GAME BOY

COMPACT VIDEO GAME SYSTEM

No one left out Game Boy at the show; over 50 new titles were on display, including Nintendo Power's Best Of Game Boy: Castlevania II: Belmont's Revenge, Lunar Chase, Mega Man in Dr. Wily's Revenge, Metroid II: Return Of Samus, Super Mario Land and TMNT II. Castlevania II improves on the first Game Boy Castlevania with better graphics and play control. Lunar Chase from Nintendo uses new 3-D programming to create a first-person tank game with real-world feel. Metroid II for Game Boy is the long-awaited sequel to the NES title. Samus must explore extensive caverns and mazes to destroy SR388, the Metroid home world. TMNT II for the Game Boy also updates the original with six new levels of action.

Nintendo Power's Best Of The CES weren't the only stars of the show for Game Boy. Battletoads for Game Boy looks almost as good as the NES version. NES hits Adventure Island (Hudson) and Double Dragon II (Acclaim) will also make Game Boy appearances soon. Hunchback, a new action game from Ocean, stars a likeable medieval bell-toller with a sense of humor.

Tim Stamper of Rare and editor Dan Owsen join Rash in getting pumped up about Battletoads for Game Boy.

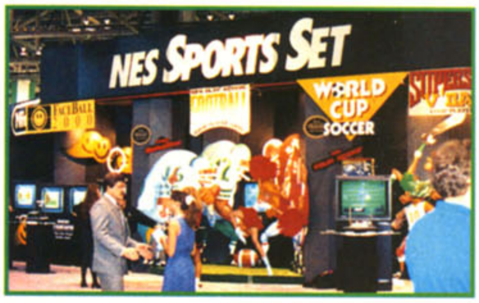
Barbie herself comes to life in the NES Barbie game and at the CES Show.

Speaking of fun game play, Hudson is working on an as-yet-untitled sequel to Bomberman that features a multi-player mode. Triple your playing enjoyment as you try to blow up a couple of buddies, Bomberman style!

Other titles of note included: Bio Force Ape (Seta) for its super fast action, Barbie (Hi Tech) for its giant character (bigger than the new Batman), Smash TV (Acclaim) for tons of action with no flicker, Roger Clemens MVP Baseball (LJN) for its new angle on the diamond and Battletoads (Tradewest) because we like it!

DEFENDERS OF DYNATRON CITY
LUCASFILM

We caught Howard Phillips at his new post in the Lucas Arts/ JVC booth.



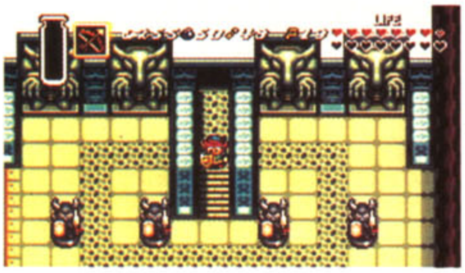
Multi-player action was emphasized with the NES Sports Set and Faceball 2000.

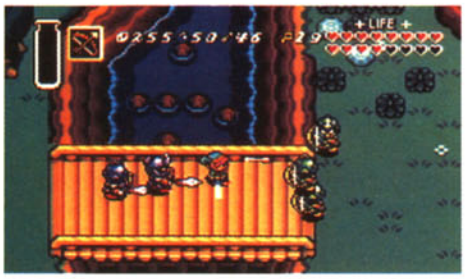
SUPER NINTENDO®
ENTERTAINMENT SYSTEM

DEVELOPMENT DISPATCH

Things are heating up for the Super NES as the system's release draws near. Games of all kinds are planned (as you know if you read our 16-bit software preview last issue) but it looks like one of the system's initial strengths may be fantasy adventure games. Here's a look at three that are guaranteed hits:

ZELDA III

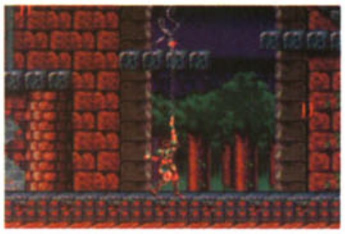


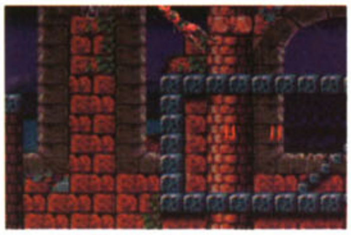


While Nintendo Company Ltd. is being extremely secretive about the third game in the famous "Zelda" series, we have heard that it should be completed by August, with a scheduled release date of winter 1991. From what we've seen of Zelda III, all we can say is it looks awesome! The game play viewpoint harkens back to the original Legend Of Zelda but has 16-bit graphics which allow for larger characters and enemies as well as greater depth and realism. 16-bit scaling technology is used to zoom in and out on the overworld.

The story behind Zelda III links with the past in that the hero is an ancestor of Link (also named Link) and the main maiden he must rescue is an ancestor of Zelda. Not only are the objects in the world huge, but the world itself is gigantic, with many items to find, people to talk to and secrets to discover. Link has more amazing abilities than he had in the other Zelda games, and the plot and story are also more involved. Be sure to stay tuned to Nintendo Power for the inside scoop on this super game!

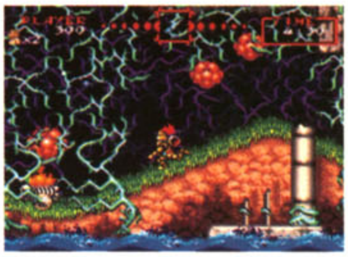
CASTLEVANIA IV

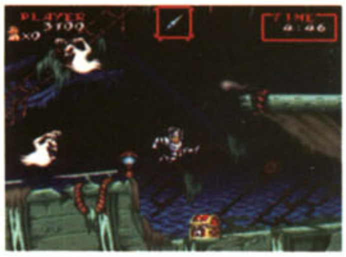




We've seen only an early version of Castlevania IV, but it looks very, very good. Maybe we're getting used to it, but the Castlevania play control in this fourth installment seems to be the best yet. The hero (we're not sure if it's Simon, Trevor, or another Belmont) also has a few new whip-cracking moves, including the ability to whip up and down and to swing across gaps using his whip, a la Indiana Jones. The graphics are detailed and really give a gothic feel to the game's eerie setting. This is another one to be on the lookout for!

SUPER GHOULS 'N GHOSTS



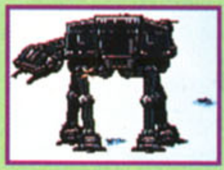


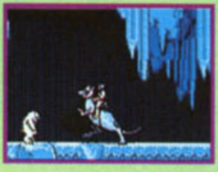
So far, there's no shortage of challenge in the various Super FamiCom titles we've seen (Darius Twin and Gradius III come to mind as real tests). From playing the Japanese version of Super Ghouls 'N Ghosts, we can say that this looks like the most challenging 16-bit game yet! After a long absence, Arthur returns for more battles with the forces of evil. His foes—zombies, magic users and of course, ghouls and ghosts—are all portrayed in supernaturally good graphics. This isn't a game for the weak at heart or the easily frustrated.

GOSSIP GALORE

THE EMPIRE STRIKES BACK

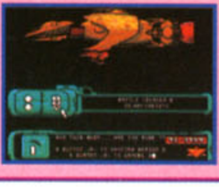
Lucasfilm Games and JVC recently announced that they are working on an NES game for release in 1992 based on The Empire Strikes Back. The game follows the plot of the movie and focuses on the adventures of Luke Skywalker. During the course of the game, Luke will battle Imperial Walkers on Hoth, finish his Jedi training on Dagobah and rescue Princess Leia from Bespin. As in NES Star Wars, vehicles are important, and Luke will be able to ride or pilot a tauntaun, Imperial Walker and X-wing fighter. The action culminates with a detailed light saber duel between Luke and Darth Vader.

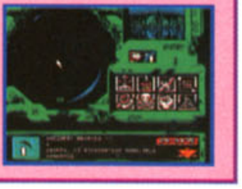




OVERLORD

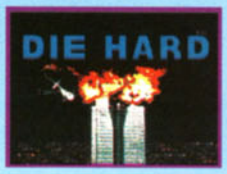
If you like strategy games, check out Overlord for the NES from Virgin Games. Overlord pits you against an alien commander in a desperate bid to take over a solar system of barren planets. Not only do you have to manage resources to terraform and colonize the planets, you have to send troops to hold them. Overlord was originally a PC game, but it looks like all the complexity and graphics translated well to the Nintendo Entertainment System.

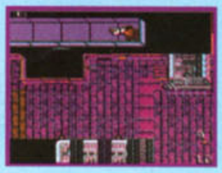




DIE HARD

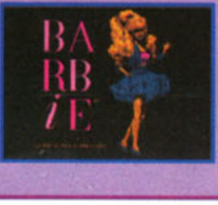
We recently got a chance to play Activision's interesting NES Die Hard game (based on the movie starring Bruce Willis). It includes decent artificial intelligence routines for the enemies. They respond to your actions and send reinforcements to the floor you're on, and your vision is limited to your character's line of sight. These "fog of war" and "smart" enemy features add to the challenge.

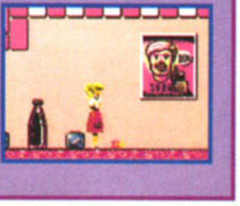




BARBIE

Move over, G.I. Joe! Soon you won't be the only toy figure that has an NES game. Hi-Tech Expressions plans to release a game pak starring Barbie in the near future. The game follows Barbie's search for the magical clothes and accessories she needs to attend a Royal Fantasy Ball. These items are hidden in four fantasy worlds. Even if it's not for you, the Barbie video game might make a good gift for a younger sister who is an NES fan.





NES PLANNER

COMING SOON

- Addams Family
- Barbie
- Bio Force Ape
- Bucky O'Hare
- Captain Planet
- Die Hard
- F-15 Strike Eagle
- Home Alone
- Hudson Hawk
- Kick Master
- Nightshade
- Overlord
- Pirates!
- Smash TV
- Star Trek
- Star Wars
- Tecmo Super Bowl
- The Empire Strikes Back
- The Hook
- Tiny Toons
- Ufouria
- Ultima: Warriors Of Destiny
- Where In Time Is Carmen Sandiego?
- Where's Waldo
- Wolverine
- WURM

SUPER NES PLANNER

COMING SOON

- ActRaiser
- Castlevania IV
- Caveman Ninja
- Darius Twin
- Drakken
- F-Zero
- Final Fight
- Gradius III
- John Madden's Football
- PGA Tour Golf
- Pilotwings
- Populous
- SimCity
- Super Bases Loaded
- Super Mario World
- Super R-Type
- Super Play Action Football
- UN Squadron

NINTENDO POWER™ Bulletin Board

BACK ISSUES

Nintendo Power's back issues are available individually. Add them to your collection! They contain these exciting reviews:

Volume 14 (July/Aug. '90): Rescue Rangers, Snake's Revenge, Solstice, Crystalis.
Volume 16 (Sept./Oct. '90): Maniac Mansion, Final Fantasy, Roller Games, NES Play Action Football, Snake Rattle 'N Roll, Kickle Cubicle.
Volume 18 (Nov./Dec. '90): Dr. Mario, Castlevania III, Little Nemo the Dream Master, Solar Jetman.
Volume 20 (Jan.'91): Mega Man III, Déjà Vu, Gremlins 2, The Immortal.
Volume 21 (Feb.'91): StarTropics, TMNT II: The Arcade Game, Quantum Fighter, Magician, Ultima: Quest of the Avatar.
Volume 22 (March '91): MetalStorm, StarTropics, G.I. Joe, Hudson's Adventure Island II.
Volume 23 (April '91): Power Blade, Sword Master, Totally Rad, Monopoly.
Volume 24 (May '91): Vice: Project Doom, The Adventures of Lolo III, The Rocketeer, The Lone Ranger.
Volume 25 (June '91): Battletoads, Day Dreamin' Davey, NES Open Tournament Golf.
Volume 26 (Aug. '91): Robin Hood, Rockin' Kats, The Little Mermaid, Bill & Ted's Excellent Video Adventure.

To order your back issues, use the form at the front of this issue.

SPECIAL PACKAGES

Issues from our first two years are available only in special collectors' sets. They cover games that are just as great now as they were then, so you won't want to miss them. You won't find these issues at newsstands, and you won't find this information anywhere else!

The First-Year Set includes in-depth reviews of the following games:
—Super Mario Bros. 2
—Ninja Gaiden
—Castlevania II—Simon's Quest
—Zelda II—The Adventure of Link
—Teenage Mutant Ninja Turtles

The Second-Year Set covers these games:
—Mega Man II
—Dragon Warrior
—Super Mario Bros. 3
—Tetris
—Final Fantasy
—Super C

These sets are too good to miss! They're available only while supplies last, so use the form at the front of this issue to order now!

STRATEGY GUIDES AND TIP BOOKS

Nintendo Power's Strategy Guides and tip books cover some of the most popular games ever and contain the most complete information there is.

Strategy Guides Now Available:

Volume 13: Super Mario Bros. 3
Volume 15: Ninja Gaiden II
Volume 17: Final Fantasy
Volume 19: 4-Player Extra

Tip Books Available:

The Legend of Zelda: Tips and Tactics
How to Win at Super Mario Bros.

To order the strategy source of your choice, use the form at the front of this issue.

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PROJECTION TV REMINDER

As we pointed out in January's Bulletin Board, playing video games on a Projection Television (PT) is risky business. Because of the way PTs are designed, any fixed images—not just video games—can imprint on the screen. And when an image has "burned in," it shows up no matter what program you watch. PT screens are expensive, so heed the warning we print in our manuals: DO NOT USE YOUR VIDEO GAMES WITH PROJECTION TELEVISIONS. Your PT manual should contain a warning, too. If you have any problems, contact your PT's manufacturer.

PLAYER'S POLL CONTEST WINNERS FROM APRIL 1991 ISSUE

GRAND PRIZE: A TRIP FOR FOUR TO THE DIEHARD 500

WINNER: Lee Mullen New Meadows, ID

SECOND PRIZES: BILL ELLIOTT'S SUPER NASCAR CHALLENGE GAME PAKS & PIT CREW JACKETS

WINNERS: Mark Ah Yo, Aiea, HI; Joshua Bailey, Rockford, IL; Ralph Boyd, Dauphin, PA; Mercury Capili, Edison, NJ; David Cortes, Colorado Springs, CO; Greg DeVore, Bell Canyon, CA; Nathan Horman, Lowden, IA; Jaime Jones, Hartland, WI; Aaron Longwell, Coeur d'Alene, ID; Dave Ransch, Buffalo, MN.

THIRD PRIZES: NINTENDO POWER JERSEYS

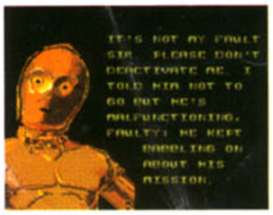
WINNERS: Chris Baker, Ooltewah, TN; William Bowers, Las Vegas, NV; Danny Bresnick, Columbia, MD; Brian Carla, Glendale, AZ; David Chambers Jr., Salamanca, NY; Alex Chavez, Santa Fe Springs, CA; Darin Cichowski, Linden, NJ; Kyle Clay Jr., Phoenixville, PA; Matt Corder, Spring Hill, KS; Aaron Decker, Ness City, KS; Tommy DiGianvittorio, Norwood, MA; Ken Gaffrey, Cando, ND; Jamin Ivan Gahm, Freeport, IL; Scotty Greene, Butler, GA; Jered Greenwood, Aurora, CO; Richard Hagge, Elmendorf AFB, AK; Adam Heisinger, Hecla, SD; Nathan Helder, Kasson, MN; Mark Helmers, Cincinnati, OH; Tyler Holden, Sunnyside, WA; Jason Humble, Starks, LA; Ryan Igarashi, Santa Ana, CA; Patrick Legg, Hartselle, AL; Danny Macchione, Kings Park, NY; Michael Makin, Fredericksburg, VA; Scott Martin, Chillicothe, IL; Csaba Máté, Plant City, FL; Kimberly Newsome, Powder Springs, GA; Jason Nold, Portland, OR; Adam O'Brien, Fort Atkinson, WI; Mary E. Olson, Maple Lake, MN; Dee Parker, Westerly, RI; Kari Prins, Maple Grove, MN; Madonna Pruitt, Terre Haute, IN; Grey Rigney, Lubbock, TX; Tom Robbins, McHenry, IL; Nik Romano, Gouldsboro, ME; Cam Rumford, Bellingham, WA; Sandra K. Russi, Chugiak, AK; Brian Schehl, Caldwell, OH; Eric Snyder, Painted Post, NY; Mark S. Strang, San Diego, CA; Shmuli Taub, Brooklyn, NY; Steven Thiele, Mesa, AZ; Melissa Tingler, Winter Garden, FL; Francie Velazquez, Caguas, PR; Norman Wilkins, Siletz, OR; Daniel Matthew Worthey, Farner, TN; William Wu, Alhambra, CA; Gary Young, Kalispell, MT.

COMING NEXT MONTH:

SUPER NES GAME FEATURES

A great lineup of Super NES titles is ready and waiting for the system's arrival. Next month, get a better look at games such as Super Mario World, Castlevania IV, Final Fight, and SimCity.

STAR WARS



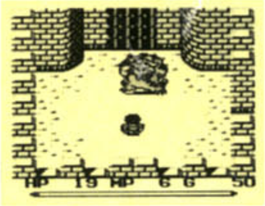
IT'S NOT MY FAULT
SIR. PLEASE DON'T
DEACTIVATE ME. I
TOLD HIM NOT TO
GO BUT HE'S
MALFUNCTIONING.
FAULTY! HE KEPT
BABBLING ON
ABOUT HIS
MISSION.

The saga began a long time ago in a galaxy far, far away. Now, through the magic of hyper-space, the NES version has arrived. Join Luke Skywalker as he raises his Light Sabre against the forces of darkness.

SMASH TV

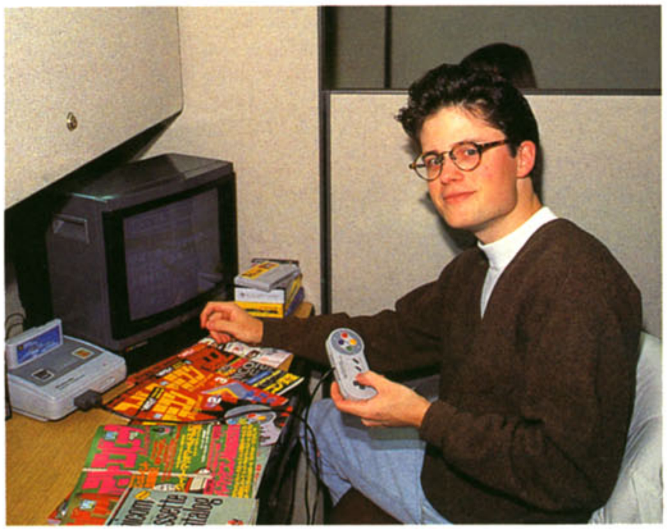
It's time to pick up your presents—and you'd better hurry. Waves of clone-like soldiers will flood the room soon, and they're not going to let you leave the room without a fight.

FINAL FANTASY ADVENTURE



With play that is similar to The Legend of Zelda for the NES, this epic Game Boy adventure requires dexterity. As you explore many worlds, you must wield your sword with finesse and escape enemy fire.

Dear Readers,



I bet everyone has aspired to work on game development, and I'm sure it would come as no surprise to you that the editors of Nintendo Power share this dream. But there's a lot more to making a hit game than just coming up with an idea, as I found out when I visited Nintendo Company Ltd. headquarters in Kyoto, Japan.

The purpose of my visit was to learn the ropes as a communications liaison between Nintendo of America, Nintendo Company Ltd, and outside developers. Although this wasn't really game design, it was about as close as you can get! Working in the inner sanctum of NCL R&D, I got a chance to see a few top secret projects that the general public won't know about for months. As a matter of fact, secrecy is so important, even the different R&D groups within Nintendo don't even know what the others are working on! Plans are for me to go back this fall to work further with the development teams on games for the Super FamiCom and Super NES. I'll be sure to keep you all posted; that is, if the projects aren't top secret!

Dan Owsen Agent 710

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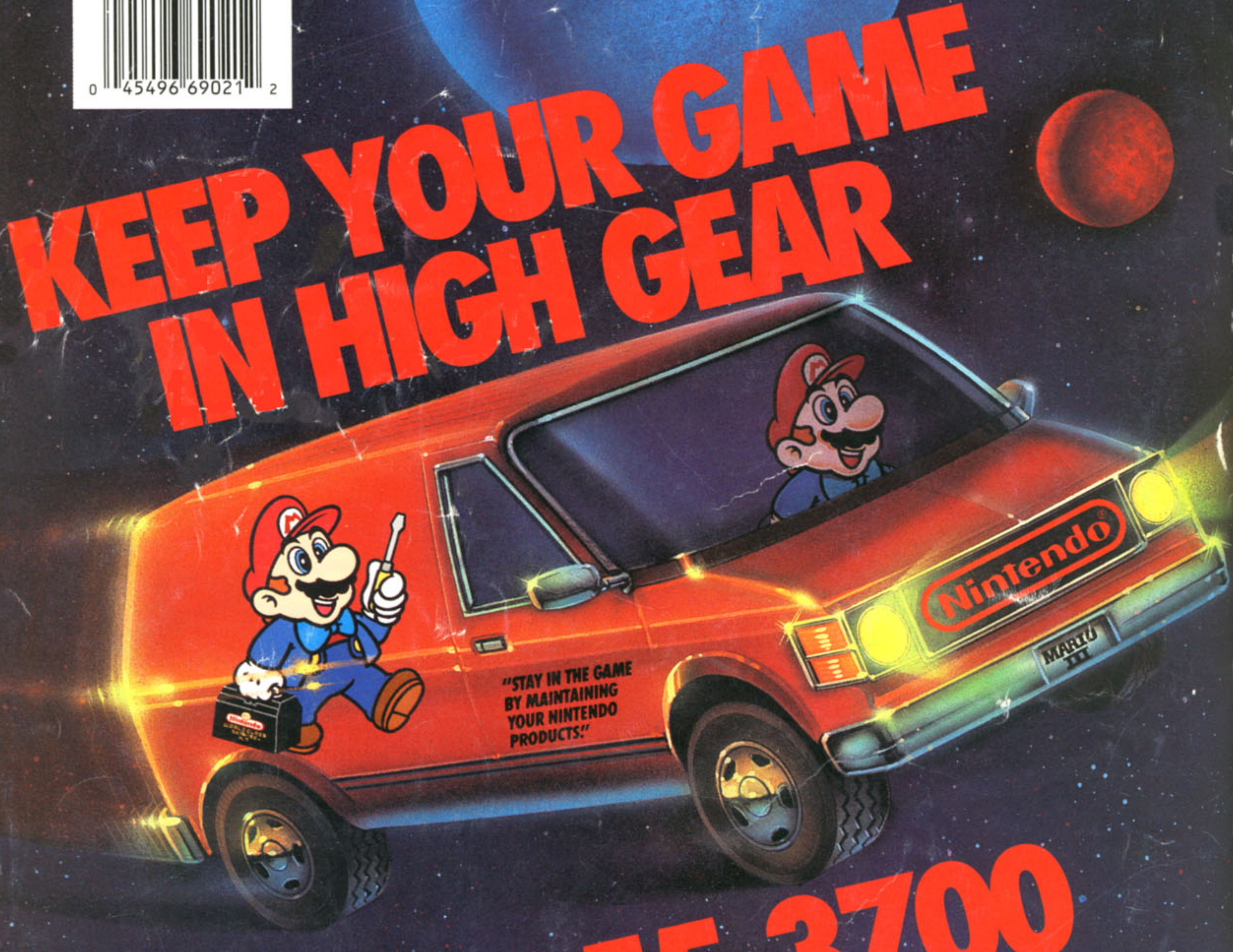
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